PRIMA'S OFFICIAL STRATEGY GUIDE

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Champions of Norrath™

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SONY ONLINE ENTERTAINMENT

This game has received the following rating from the ESRB

TEEN

CONTENT RATED BY ESRB

Champions of Norrath™

Prima's Official Strategy Guide

Jeff Barton
Mario De Govia
Michael Littlefield

Prima Games
A Division of Random House, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com

Associate Product Manager: Damien Waples
Senior Project Editor: Brooke N. Hall
Editorial Assistant: Kate Pastoor
Design and Layout: Kari Keating

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INTRODUCTION

The Story So Far

"Kelethin, the treetop city of the Faydwer wood elves, is under siege! An army of goblins and orcs have cornered the peaceful elves, forcing them to seek help from outside or face being driven from their cherished home. Your auspicious arrival in Kelethin during its darkest hour gives the Wood Elf King himself, Liethkorias, the glimmer of hope he's been seeking. He pleads for your assistance in turning back the assault, even as the flaming shot from the invaders' catapults rain fire all around. The harried elves have little to offer you in the way of supplies, but their situation is desperate, and your chance for adventure and glory is great! Can you make the difference and turn the tide of the battle? And what lurks behind this brutal and uncharacteristically well-organized campaign against the wood elves of Faydwer?"

Welcome to the World

The previous introduction is only a fraction of the grand story you're about to experience. There are twists and turns, unexpected allies and enemies, and unending adventures.

We won't reveal it all right away; you'll have to play the game to fully experience this story. It's a tale of a war, and the final outcome depends on you.

This guide will help you make the most of your adventure. With highly detailed information on each character's class, tactics for dealing with each enemy type, a thorough walkthrough, and other vital information, this book will prepare you for the trials ahead.

Read it through, keep it handy, and refer to it as you play. With this guide you'll be able to get the most enjoyment out of *Champions of Norrath*.

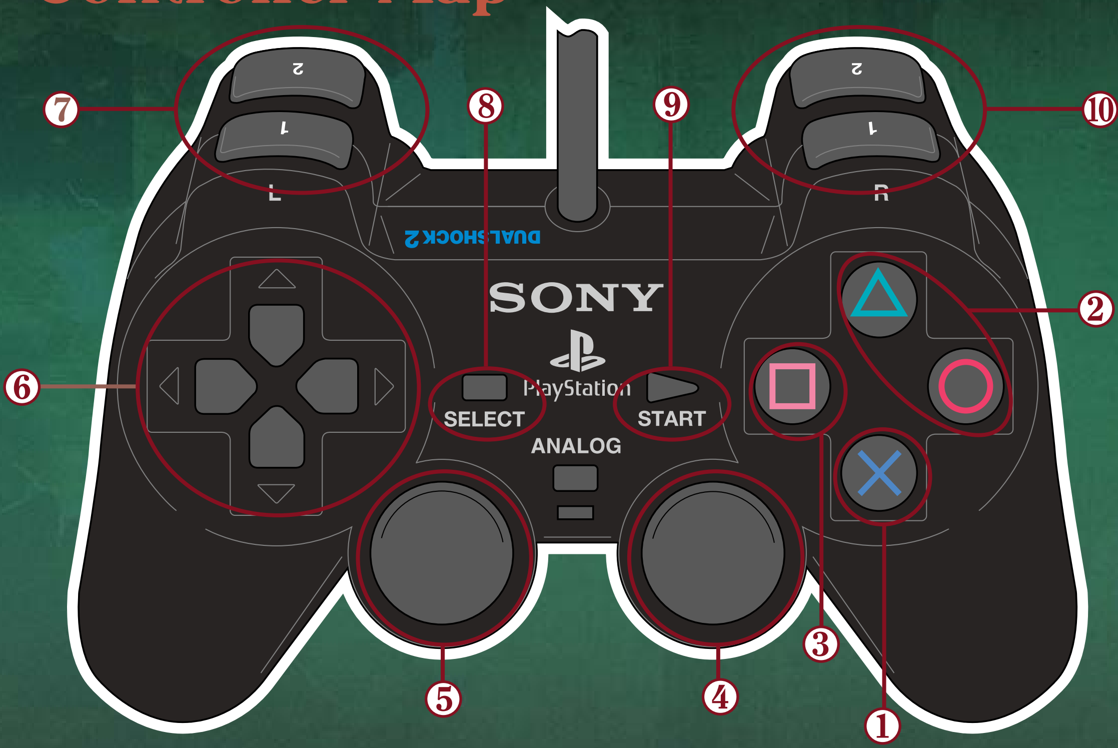


THE BASICS

While the game manual for *Champions of Norrath* does a fine job of familiarizing you with the world of the game, there are some things we should address in greater detail. Peruse this section in conjunction with the manual included with your game for advice on specific game systems, and to reveal some tricks to help make your game time more rewarding.



Controller Map



① ✕: Attack/Accept. This is your Attack button while in the game and the Accept button while in the menu screens.

② ▲,●: Spells and Abilities. You can assign different spells or abilities to these two buttons by using the D-Pad or your Special Abilities menu.

③ ■: Interaction. Use this button to pick up loot, open chests, talk to other characters, and so on.

④ R3: Camera/In Game Map. You can use the right analog stick to swing the camera around for different views and elevations. Press it down to turn on the full screen map, click it a second time to minimize it and move it to the upper right corner, press it once more to turn it off.

⑤ L3: Movement. Use the left analog stick to move your character and aim your ranged attacks.

⑥ D-Pad: Spell Book. While in the game screen you can use the D-Pad to assign different spells to your ▲ and ● buttons.

⑦ L2 and L1: Weapon Change and Mana Potion. L2 swaps between your weapons *if* your character is able to do so (for example, a ranger can swap between bow and melee weapon). Press L1 and you'll drink a mana potion if one is available in your inventory.

⑧ SELECT: Game Menus. Press SELECT to access the menus for your character.

⑨ START: Pause. This button pauses the game and brings up the options screen.

⑩ R2 and R1: Block and Health Potion. R2 activates your block; holding it down puts your character in a defensive position. R1 lets you drink a health potion if one is available in your inventory.

Heads-Up Display (HUD)



The heads-up display gives you important information at a glance. In the upper-left corner are your ever-present status bars. The red bar is your health meter; if it empties completely, your character dies. The green bar in the middle is your experience bar. When it's full you've earned enough experience to gain a new level. The blue bar is your mana meter. When it is empty you cannot use spells or special abilities.

Attached to the status bars on the right is a circle with a number in it. This number is your current experience level. Above the status bar is the name of your character.



A multiplayer game HUD is set up slightly differently.

If you set up the smaller version of the in-game map, it will appear in the upper-right corner of the screen. The red arrow indicates your character's position.

In the center at the bottom of the screen, you'll see interaction messages. Whenever you walk over a piece of loot you can collect, get close to a door, or stand near a non-player character, you'll see an interaction message at the bottom of your screen.

At certain points during the game a Counter appears centered at the top of your screen. The Counter helps keep track of your goal, whether it's killing a certain number of enemies or collecting specific items.



This Counter shows how many goblins remain to be slain.

Attributes

Each character has four different attributes that impact mental and physical effectiveness. At the start of the game you begin with 20 points that can be distributed between the four attributes. Customize the character you choose to accurately reflect the stats needed in the adventure. For example, the Barbarian needs a lot of points in strength to help him during melee combat. Check the Characters section for more detailed information about which attributes should be increased for the different Champions.



You begin the game with 20 points to distribute among your attributes.

As you progress through Norrath, you'll gain experience for killing the enemies causing havoc across the land. After you fill your experience meter, you'll advance to the next level and will be awarded points to add to your attributes. Continue to invest them where you think they will most help your character. Don't neglect any one stat for too long, however, as all of them afford you some benefit.

Also, as you adventure you will find many weapons, armor, and objects that increase your attributes while they're equipped. But these points aren't permanent and will disappear as soon as you remove the object.

Stat Details

Strength:

Affects how much damage your character delivers with a physical blow during melee combat, as well as how much weight he or she can carry.

Increasing this attribute will help those Champions who do a lot of melee fighting because it affects how hard they hit and how much damage they do. Melee characters want to do as much damage as quickly as possible to their enemies to avoid absorbing much damage themselves. Increasing this stat also increases the amount of weight a character can carry. Melee fighters need the best armor possible since they constantly take hits, so the additional weight load will allow them to wear heavier armor.

Intelligence:

Helps determine the amount of mana your character has available for activating special abilities, as well as the rate at which he or she regenerates spent mana.

Increasing this attribute is especially important for Spell Casters because not only does it increase the amount of mana available, but it also increases the mana regeneration rate. This means that a Caster may cast more spells and won't have to wait



as long to get more mana to keep up the attack. Even if a character isn't a Spell Caster, he or she will have a special ability requiring the use of mana. It is important to increase this attribute for all Champions depending on how much you intend to use their special abilities.

DEXTERITY:

Affects your character's accuracy during combat with melee and ranged weapons, as well as the damage your character causes with a ranged weapon.

This attribute is especially important for Champions who use a ranged weapon such as a bow. Increasing this stat improves the accuracy and damage the ranged weapon will inflict. It is important to drop incoming enemies as soon as possible before they get close enough to hurt you. Increasing the dexterity attribute also augments the accuracy of melee weapons, so those Champions should add points to this area as well. You'll want to have a lot of power in hand-to-hand combat, but all that power is lost if you fail to connect the blow.

STAMINA:

Helps determine the amount of health your character has and the rate at which he or she regenerates health after taking damage.

Every character will need to increase the point total for this attribute because it affects how much health a character has and how fast that health regenerates. As the enemies hit harder and your adventure takes you deeper into Norrath, you'll need more health to stay alive. Although increasing this attribute is important to every class, it is most important for melee fighters. They're the ones on the front lines who will be taking the most damage. If they don't have enough health, they will either expend a lot of health potions or die frequently.

Hubs and Shops



The elf city of Kelethin is your first hub. From it you will explore Faydark Forest and all its dungeons.

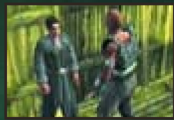
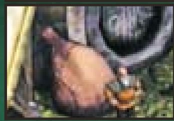
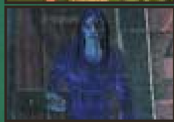
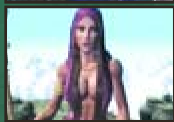
There are five hubs in *Champions of Norrath*. They are distinct areas from which different environments and dungeons branch off. The hubs are static from one playthrough to the next. You can find maps for each hub in the walkthrough section of this guide.

In each hub you find a shop and a shopkeeper. These are non-player characters who will buy the equipment you find in your adventures and who will also have items to sell to you. You will have a lot of interaction with them. Your gate scrolls will warp you to the shop of the hub you're on.

As mentioned in the gate scroll section later in this chapter, it's a good idea to pick up all the items you find and sell them back to the shopkeepers for gold. Keeping a hefty reserve of cash means you'll be able to afford the pricy, high-level equipment that the shops sell later in the game.

Let's meet the shopkeepers in order of appearance:

The Proprietors

IMAGE	NAME	BASE OF OPERATIONS
	Nenmar	Kelethin
	Stinmir	Blackdelve Reach
	Rondo	Water's Edge
	Gol Nayzn	Khathuun
	Natasla	Plane of Air

These shopkeepers are also sources of information, so pay attention to what they tell you. You'll have more contact with the proprietors of the shops than with any other characters in the game.



Portals



The Portals are magical columns that allow you travel instantaneously. To use them you must have at least two activated in a world. Stepping near a Portal activates it.

You cannot travel between the distinct areas of the game. For example, you can't use a Faydark Forest Portal to travel to a Portal in the Underworld. When you access a Portal,

you'll see a menu of the different areas you can travel to. Select one and you'll be warped there.

There is always a Portal near a shop, so if you're ready to sell equipment, try to find a convenient Portal. This will save you a gate scroll. Unfortunately, the Portals are rather rare and won't always be around when you need one, which brings us to gate scrolls.

Gate Scrolls



The gate scrolls are handy items. Using one will warp you directly to your local shopkeeper or, if you're done shopping, back to the area you initially warped away from.

If you're on the same map as the shop itself, a gate scroll won't work. Also, if you're in a new world and haven't yet found the local shop, you won't be able to use a gate scroll either.

Always have gate scrolls in your inventory. They may seem expensive at first, but they'll soon prove to be indispensable. When your inventory is full of loot you want to sell, use a scroll to warp to a shop. Sell off your inventory and buy another gate scroll. Always replace a gate scroll once you've used one, unless you have a surplus of them which you've plundered from dead enemies.

If you pick up every item you find and use gate scrolls to go back to a shop each time your inventory is full, you will soon have a tidy sum of cash. It's important to build up your gold reserves so you can buy the high-powered equipment in the shops when it becomes available.

Save Points and Check Points



Save points are stone columns that give off blue sparks. Get close to one and it will save a check point. Use a save point and you can record your progress in the game onto your memory card. Use them often.

A check point will save your progress temporarily. If you touch a save point column and then are killed, you'll resurrect (with all experience and items intact) at the save point you touched. If you shut off the game, however, you can only restore at a point where you recorded your progress to the memory card itself.

Check points don't only occur at save points. You will accumulate a check point whenever you use a gate scroll or enter a dungeon, for example. Save early, save often.





CHARACTERS
Barbarian Warrior



A physically powerful combination, the Barbarian warrior tends to bring the battle to his enemies, and has many abilities which aid in melee combat.

BEGINNING STATS

Strength	35	Dexterity	25
Intelligence	20	Stamina	35

Advantages

— Because he has the highest starting strength, the Barbarian is the strongest character with the largest weight capacity, and is the most proficient at close-combat fighting.

— The Barbarian is not reliant upon mana to deal damage. Rather, his high strength and stamina allow the Barbarian to deal and absorb damage, making him ideal for melee combat.

— Powerful moves such as the Slam, Charge, and the ability to Dual Wield increase the Barbarian's combat abilities, making him unstoppable at close-combat, even when dealing with multiple enemies.

— The Barbarian possesses melee-boosting abilities such as Critical Hit and Ancestral Call. These abilities extend to fellow players in group play, giving all around him boosted attacks.

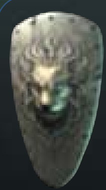
— The Barbarian can wield any weapon type. Finding a suitable weapon is never a problem.

Disadvantages

— Limited to hacking and slashing, this fighter lacks effective magical moves or ranged attacks.

— Mana does not regenerate when the Barbarian is idle. Instead, the Barbarian must defeat enemies in order to regenerate mana or rely on the use of mana potions.

— A bow provides the Barbarian's only ranged attack, leaving him to fight most of his battles at close-combat.



NOTE The Barbarian is a good character for your first time through the game. He's tough and able to carry a lot of equipment, so he's a forgiving character to play. If you make a mistake and find yourself surrounded by foes, the Barbarian gives you a good chance of surviving the encounter.

Character Analysis

The Barbarian is the mightiest of the Champions in strength and size. His close-combat abilities are unrivaled and his brute strength, unparalleled. With his mastery of all available weaponry and melee-boosting abilities, the Barbarian is the tank of *Champions of Norrath*, able to manipulate his way through the toughest of enemies with brute force. Although limited in magical abilities, the Barbarian possesses a few powerful skills that will melt though any opponent who dares test his strength. What the Barbarian lacks in magic and ranged attacks, he compensates for with his melee proficiency.

The Barbarian's role is the same whether playing solo or in a group with friends; use him to hack and slash through anything that moves. This may deter some from playing the Barbarian in favor of a more complex, magical character. However, what is more fun than standing toe-to-toe with an enemy until one of you falls? For those seeking magic and spells, the Barbarian possesses noteworthy special abilities like Ground Pound, Charge, and Cyclone, all of which require mana and

can be devastating to those on the receiving end. However, it is on the front lines, slashing away through all that question his strength and skill, where the Barbarian is most comfortable.

The Barbarian is limited in special abilities, but the handful of tricks he possesses supplements the area in which he most excels—close-combat melee. Critical Hit and Ancestral Call both boost melee by increasing the chance of critically wounding an enemy, and boosting the attack speed and damage of the Barbarian's weapon, respectively. Both of these moves also lend their boosts to nearby players in group play situations, a valuable benefit for all to enjoy. Other moves such as the Slam and Charge deal a single crippling blow to an attacking enemy, leaving the Barbarian to simply slice through the leftovers. These moves take little to no time to execute and make all the difference in battle. These moves can even be combined for a greater damage output.

Often the Barbarian finds himself overwhelmed, but even when confronting numerous enemies at one time, the Barbarian has the necessary tools to get the job done. His Ground Pound, at later levels, can be used to slam his weapon into the earth, damaging and possibly stunning all the enemies around him. Once stunned, the fighter can do what he does best with little resistance. If the Ground Pound is not enough to stop the surrounding chaos, the Cyclone is a spinning attack that will cause damage to enemies on all sides of the Barbarian, cleaning your surroundings of encroaching foes. In worst-case scenarios, as with all characters, fleeing is a less than honorable alternative, but effective all the same.

Ranged attacks are few for the Barbarian, as he must rely on the bow and arrow to attack from a distance. These items are plentiful throughout the game, hidden in barrels, chests, and among the corpses of your enemies. This is also where the Barbarian will find a majority of weapon and armor upgrades, a necessity as the enemies begin causing more damage. Check every breakable object, for you never know what you will find. For a Barbarian, armor and weaponry are the staples upon which his class is based. Keep your outfitting current, and your Barbarian will be able to overcome any opposition with relative ease.

Potions are another item vital to the Barbarian's success. Although he can sustain more of a beating than any of the other characters, he needs to keep a supply of healing and mana potions handy. This is another reason to check the contents of every breakable item. Moves such as Dodge and Bind Wound also keep the Barbarian from falling under an enemy's attack. Dodge improves the ability to avoid ranged attacks such as arrows, and the Bind Wound increases the rate at which the Barbarian's health regenerates.

The Barbarian is the meat and potatoes of the damage-dealing Champions of Norrath. His classic fighting style proves his brute strength, while his mighty special skills provide the supplements needed to define himself as the greatest fighter in Norrath. Wherever there is action, he'll be in the middle of it, swinging his powerful weapon through the bodies of all who oppose him. If no frills, non-stop killing action is your forte, the Barbarian is the vehicle you can ride to save Norrath from the foreign invasion.

Know Your Role

Solo

— Soloing comes easily to the fighter. His high strength and stamina mean he is able to both deal and absorb a tremendous amount of damage. Jump into the fight and leave no survivors. Keep your enemies in front of you to avoid being overwhelmed and having to retreat.

— Because of a lack of magical moves, the fighter must rely heavily upon his weapon choice and armor to keep him alive. Add Skill Points into weapon modifiers such as Blunt or Slash, Critical Hit, and Ancestral Call to allow the Barbarian to deliver the most damage possible. Break every object and visit the shops often to keep the Barbarian well-protected with current armor.

— Often the fighter will be overwhelmed by his foe with no magic to bail him out. This is where his few mighty skills come into play. The Ground Pound has a chance of stunning all nearby enemies at higher skill rank, giving the fighter a few moments to slash through the foes before they regain their senses. Timing is critical with this move, as it can be slow to execute. You can also use Charge, which has an area of effect to help get you out of sticky situations by slamming into a target, dealing damage to all in your wake.

— Adding points into the Barbarian's Strength and Stamina will be most beneficial to this hacking and slashing character. A higher Stamina rating will result in more Hit Points and faster health regeneration, while a higher Strength rating will result in more damage dealt by his attacks, and an increased amount of weight he or she can carry.

— Search every chest, box, and barrel. Items such as healing potions, mana potions, and arrows are important to the fighter's vitality. Being in the middle of battle all the time means taking a good amount of damage. Potions will revitalize, while arrows are the only means of ranged attacks.

— Take advantage of the Barbarian's Dual Wield ability. While this means he will not be able to carry a shield or use a two-handed weapon, thus making the Shield Bash and Ground Pound useless, Dual Wield allows the Barbarian to swing two hard-hitting weapons faster than he could swing one, thereby killing enemies with abnormal quickness. The damage dealt to a horde of enemies will only increase as this move is leveled up. The weapon in the Barbarian's right hand is the only one that will deal additional elemental damage (including shock, fire, and cold damage that have already been placed on your weapon).



Group

— When fighting with a group of other characters, the Barbarian will be called upon to do most of the close-combat fighting, for that is what he is best at. While hacking away at enemies, the group can turn its focus to ranged attacks and magic, areas where the Barbarian lacks skill.

— The Barbarian has melee-boosting moves that not only affect his own abilities, but those of players around him. When playing in a group, put points into moves such as Ancestral Call, which increases melee attack speed and damage, and Critical Hit, which increases the chances of critically wounding an enemy. Both increase the stats of nearby players at higher skill ranks.

— While it seems much like soloing, take on everything in sight. This is where the fighter is strongest and it frees the rest of the group to contribute with their respective strengths.

— Because a majority of the Barbarian's group activities are spent in the trenches, look for help from the group, specifically the Cleric and Ranger, for heals and other boosts. The group should also keep an eye out for items and armor drops that will most benefit the Barbarian, items he might overlook while fighting. Keep the workhorse well-equipped and well-protected.

— As the Barbarian and tank of the group, keep an eye out for other players who may need assistance, specifically, the Wizard and Ranger. While the Ranger can handle his own in melee combat, the Wizard cannot, at least not for long. Run to their aid to free them up to concentrate on ranged attacks, their strong points. This often means that you will have to leave your current fight to rush to their side. If this is the case, free them up and allow them to retreat, then aid your fight from a distance. Keep an eye on your teammates and help them play to their strengths to the best of your abilities.

Skill Recommendations

The Barbarian's main area of expertise is close-combat melee fighting. This carries into his available skills. The Barbarian has moves at his disposal that supplement his melee abilities by providing boosts to weapon damage and effectiveness via Ancestral Call and Critical Hit. The Barbarian also has powerful skills such as Slam, Charge, and Ground Pound, all of which provide hard-hitting attacks he can easily follow with a mighty combination from his weapon of choice. In addition to overpowering your enemy, the Barbarian can put points into abilities. Riposte, which bounces damage dealt back at an enemy, and Bind Wound, a health regeneration boost, both help the Barbarian's vitality when fighting in the trenches. Finding which of the Barbarian's moves may most benefit you can be a labor of trial and error with costly Skill Points. So, to help you, we've taken the liberty of sharing with you some that we find most handy.

The first of the Barbarian's available abilities are Blunt Weapons and Slashing. These moves both increase the damage dealt by their respective weapon types. They can be of great help to the Barbarian as he relies heavily on the damage caused by his weaponry. However, placing Skill Points into both of these moves can be a waste. You may find it better to wait on leveling up these abilities until you have found a weapon preference, then stick to that weapon type. This ensures that you get the most out of your Skill Points without wasting them. If you choose, putting little to no points into these is an alternative that allows the Barbarian to switch between weapon types without penalty of losing additional damage by choosing Blunt over Slashing and vice versa.

The Slam move may be an early alternative to placing Skill Points into Blunt or Slashing. This move is an enhanced melee attack which turns the Barbarian red as he performs a mighty swing at an enemy. This move, like the Charge, is a great way to initiate contact with an enemy by delivering a large amount of damage straight away, allowing the Barbarian to finish them off with a few swipes from his weapon. Both of these moves require little time to perform, but may require placing a few Skill Points into them before seeing the real benefit. For example, it is not until skill level 10 that Charge has an area of effect in addition to its initial damage. However, sticking with this move gives a better payoff than that of a move requiring more Skill Points to become effective. This holds true for many moves in the Barbarian's arsenal. Before giving up on one move in favor of another, see what types of benefits the move will give your character at higher skill levels, then go with what works best for you.

Two more specialized moves are the Shield Bash and Ground Pound. Both of these moves require the Barbarian to have a certain item equipped in order to execute it. The Shield Bash requires a shield in hand and delivers a mighty blow that, at higher levels, can stun and affect multiple enemies. The stun effect makes this move useful, but it can be slow to execute. This is the same for Ground Pound, which requires a two-handed blunt weapon. While this move is powerful and at higher skill levels can stun and damage multiple enemies, it requires precise timing to be effective. Points may be better allocated in a more universal attack like the Slam or Charge. Both of these moves become unavailable should you choose to Dual Wield.

Dual Wield is one of the most effective methods of attack for the Barbarian, but not without a price. When Dual Wielding, you will have to sacrifice the use of a shield, possibly lowering your Armor Class and foregoing the Shield Bash move. This is also true for the Ground Pound, as the Barbarian cannot wield a two-handed weapon when Dual Wielding. On the positive side, however, the Dual Wield allows the Barbarian to swing two weapons, preferably with a high damage output, thereby killing enemies with ease and quickness. The damage of each weapon is reduced, but can be enhanced by placing more Skill Points into the ability. Regardless of the damage output, swinging two weapons deals damage faster than swinging one, doubling the

rate in which you deal damage. If you want to cut through enemies like butter, invest in Dual Wield and watch the enemies fall around you with ease.

Later in your Barbarian's adventure, Cyclone becomes available. This move is great for dealing damage to enemies that have swarmed around you, for it delivers damage to all angles around the Barbarian. This move is useful in the game's later stages, when you need to get out of a jam. However, by the time this move becomes available, you will know how to avoid these types of situations and can use leveled up versions of earlier moves to support yourself if overwhelmed. By the same token, however, by the time this move becomes available, you may no longer fancy putting points into the same moves, in favor of this hard-hitting alternative.

Skills like Dodge, Bind Wound, Riposte, and Endurance round out the Barbarian's available skills. All of these can be used to help keep the Barbarian alive without the use of mana. Dodge will help you avoid being pummeled by pesky ranged attacks, but keep in mind that the Barbarian is designed to take damage, so keeping a supply of health potions may be more advantageous than placing Skill Points here. The same goes for Endurance, which enables the Barbarian to carry more weight. While this is a benefit, especially considering the weight of armor and weaponry, placing points elsewhere may be of greater use. Riposte is a nice response to enemies who get in a hit or two against the Barbarian, but regardless of skill ranks, only provides a 10 percent chance that any damage will be returned to the attacker. Of the four moves, Bind Wound is the most useful to the Barbarian for it increases the rate at which he regenerates health—never a bad thing.

These are suggestions, and it is up to you to decide what works best for you and your Barbarian. Good luck!

Skill Tree

Access the Skill Tree by clicking on the Special Abilities tab of the Character Detail Screens (SELECT).





Blunt Weapons

Prerequisite: None

Details: Certain weapons require a high Blunt skill to wield.

This is your skill at using blunt weapons such as hammers and maces. Placing Skill Points into this ability increases the damage blunt weapons deal. The damage you inflict with such weapons increases by five percent each time you invest a Skill Point, raising your character's skill rank.

This ability does not cost mana and is always in effect after acquired.

BLUNT WEAPONS																				
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Slam

Prerequisite: Blunt Weapons or Slashing

Details: Slam is a more powerful version of the standard melee attack.

The Slam ability allows a player to boost the damage of a single strike. The percentage of the boost increases with each skill rank.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

SLAM																				
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Mana Cost	13	17	21	25	29	33	37	41	45	49	53	57	61	65	69	73	77	81	85	89
Damage Boost	100%	110%	120%	130%	140%	150%	160%	170%	180%	190%	200%	210%	220%	230%	240%	250%	260%	270%	280%	290%

Endurance

Prerequisite: Slam

Details: This feat increases your carrying capacity.

Placing Skill Points into Endurance will increase the amount in pounds your character can carry. As your skill rank increases, so does the amount of weight you can carry.

This ability does not cost mana and is always in effect once acquired.

ENDURANCE

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Carrying Increase (lbs)	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300

Ground Pound

Prerequisite: Endurance

Details: A two-handed blunt weapon is used to strike the ground and damage enemies in the area. Higher levels will stun enemies, as well.

Obtainable at level 15, the Ground Pound is a mighty attack where a two-handed blunt weapon is driven into the ground, damaging all enemies within the area of effect. Both the damage to enemies and the area of effect increase with skill rank. At higher skill levels (skill rank 10), the attack may also stun enemies.

To execute this move, it must be assigned to a Quick Ability button and requires mana. A two-handed blunt weapon must be equipped.

GROUND POUND

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Mana Cost	28	31	34	37	40	43	46	49	52	55	58	61	64	67	70	73	76	79	82	85
Damage	56-84	64-96	72-108	80-120	88-132	96-144	104-156	112-168	120-180	128-192	136-204	144-216	152-228	160-240	168-252	176-264	184-276	192-288	200-300	208-312
Radius in Feet	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Chance of Stun	-	-	-	-	-	-	-	-	-	10%	13%	16%	19%	22%	25%	28%	31%	34%	37%	40%
Duration of Stun	-	-	-	-	-	-	-	-	-	2	2	3	3	3	3	4	4	4	4	5

Charge

Prerequisite: Endurance

Details: A running attack which deals tremendous damage when an enemy is hit. Higher levels add radial damage and improve steering.

Charge, available at level 15, is a running attack which thrusts the Barbarian into his enemies, causing great damage to the enemies who are impacted. The damage dealt by this attack increases with skill rank, and at higher levels (skill rank 10) produces an area of effect which harms enemies within the effect radius. The ability to steer the Charge also becomes available at higher skill ranks.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

CHARGE

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Mana Cost	35	38	41	44	47	50	53	56	59	62	65	68	71	74	77	80	83	86	89	92
Damage	120-144	130-156	140-168	150-180	160-192	170-204	180-216	190-228	200-240	210-252	220-264	230-276	240-288	250-300	260-312	270-324	280-336	290-348	300-360	-
Area Damage	-	-	-	-	-	-	-	-	-	55-66	58-70	61-73	64-77	67-80	70-84	73-88	76-91	79-95	82-98	-
Damage Radius in Feet	-	-	-	-	-	-	-	-	-	3	4	6	7	8	10	11	12	14	15	-
Turning Ability	-	-	-	-	-	-	-	-	-	2%	2%	2%	3%	3%	3%	4%	4%	4%	5%	-

Slashing

Prerequisite: None

Details: Certain weapons require a high Slashing skill to wield.

This is your skill at using slashing weapons, such as swords and axes. Placing Skill Points into this ability increases the damage dealt by slashing weapons. The damage you inflict with such weapons increases by five percent each time you invest a Skill Point, raising your character's skill rank.

This ability does not cost mana and is always in effect once acquired.

SLASHING																				
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Dodge

Prerequisite: Blunt Weapons or Slashing

Details: This skill improves your ability to evade ranged attacks.

The chances of dodging a ranged attack rise with skill rank.

This ability does not cost mana and is always in effect once acquired.

DODGE																				
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Chance of Ranger Miss	5%	8%	11%	14%	17%	20%	23%	26%	29%	32%	35%	38%	41%	44%	47%	50%	53%	56%	59%	62%

Critical Hit

Prerequisite: Dodge

Details: Improves your chances of registering a critical hit during an attack. Provides similar skills to players within aura range.

In group play, this ability emanates around the character, allowing other players within the aura to also receive the Critical Hit bonus. Duration, aura radius, and the chance of scoring a critical hit increase with skill rank.

CRITICAL HIT																				
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Mana Cost	41	46	51	56	61	66	71	76	81	86	91	96	101	106	111	116	121	126	131	136
Chance of Critical Hit	10%	13%	16%	19%	22%	25%	28%	31%	34%	37%	40%	43%	46%	49%	52%	55%	58%	61%	64%	67%
Duration of Spell	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Aura Radius in Feet	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

Dual Wield

Prerequisite: Critical Hit

Details: This will allow you to wield a weapon in each hand.

The Dual Wield ability allows a player to carry two appropriately sized weapons, one in each hand, and attack with both. The damage caused by each weapon, however, is lower while Dual Wielding. The effectiveness of each weapon increases with skill rank. Shields and two-handed weapons cannot be used while Dual Wielding.

This ability does not cost mana and is in effect while two weapons are equipped.

DUAL WIELD																				
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Amount of Damage per Weapon	62%	64%	66%	68%	70%	72%	74%	76%	78%	80%	82%	84%	86%	88%	90%	92%	94%	96%	98%	100%

Riposte

Prerequisite: Critical Hit

Details: A creature striking the player has a chance of being struck back.

Riposte grants a player a 10 percent chance of redirecting damage against himself or herself back at the enemy. The amount of damage returned rises with skill rank.

This ability does not cost mana and is always in effect once acquired.

RIPOSTE																				
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Amnt. of Damage Returned	24-29	28-34	32-38	36-43	40-48	44-53	48-58	52-62	56-67	60-72	64-77	68-82	72-86	76-91	80-96	84-101	88-106	92-110	96-115	100-120

Cyclone

Prerequisite: Riposte

Details: Spinning attack damages multiple enemies. Higher levels boost damage, allow multiple revolutions, and better control.

Revolutions during the Cyclone, and the damage dealt, increase with skill rank. The ability to control or steer the maneuver also increases with a player's skill rank.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

CYCLONE																				
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Mana Cost	24	27	30	33	36	39	42	45	48	51	54	57	60	63	66	69	72	75	78	81
Normal Damage per Hit	30%	33%	36%	39%	42%	45%	48%	51%	54%	57%	60%	63%	66%	69%	72%	75%	78%	81%	84%	87%
Revolutions	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5
Control	40%	42%	44%	46%	48%	50%	52%	54%	56%	58%	60%	62%	64%	66%	68%	70%	72%	74%	76%	78%

Bind Wound

Prerequisite: Blunt Weapons or Slashing

Details: This skill increases your health regeneration rate.

The regeneration rate increases with skill rank.

This ability does not cost mana and is always in effect once acquired.

BIND WOUND																				
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Health Regeneration Rate	120%	130%	140%	150%	160%	170%	180%	190%	200%	210%	220%	230%	240%	250%	260%	270%	280%	290%	300%	310%

Shield Bash

Prerequisite: Bind Wound

Details: This rushing attack requires a shield. It delivers heavy damage and the chance of stunning enemies.

The amount of damage from the Shield Bash increases with each skill rank. In addition, the chance of stunning an enemy as well as the duration of the stun increases as more Skill Points are placed into the ability. At higher skill ranks, the amount of enemies bashed in a single attack also increases.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

SHIELD BASH																				
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Mana Cost	16	19	22	25	28	31	34	37	40	43	46	49	52	55	58	61	64	67	70	73
Damage	40-60	48-72	56-84	64-96	72-108	80-120	88-132	96-144	104-156	112-168	120-180	128-192	136-204	144-216	152-228	160-240	168-252	176-264	184-276	192-288
Chance of Stun	20%	22%	24%	26%	28%	30%	32%	34%	36%	38%	40%	42%	44%	46%	48%	50%	52%	54%	56%	58%
Number of Enemies	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6
Duration of Stun	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14

Ancestral Call

Prerequisite: Endurance

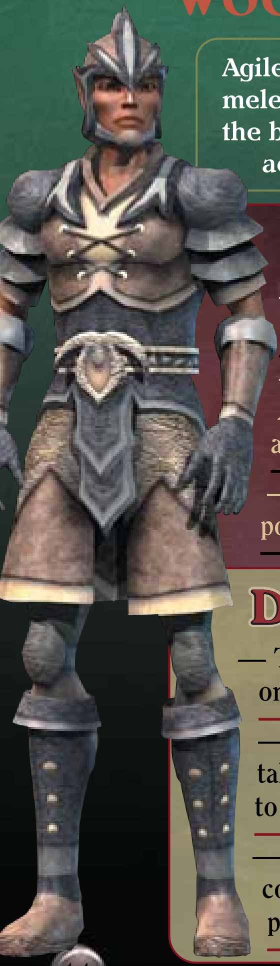
Details: Tap the Ancestors for more power. Boosts attack speed and damage. Higher levels create aura of influence to boost fellow players. Requires full mana.

Executing the Ancestral Call boosts melee abilities for a varied duration of time. In group play, fellow players can also receive this bonus provided they are within the aura emitting from your character. Attack speed, damage dealt, aura duration, and radius are increased with skill rank.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

ANCESTRAL CALL																				
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Mana Cost	85	89	93	97	101	105	109	113	117	121	125	129	133	137	141	145	149	153	157	161
Damage	125%	130%	135%	140%	145%	150%	155%	160%	165%	170%	175%	180%	185%	190%	195%	200%	205%	210%	215%	220%
Speed	110%	112%	114%	116%	118%	120%	122%	124%	126%	128%	130%	132%	134%	136%	138%	140%	142%	144%	146%	148%
Duration in Sec.	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Aura Radius in Feet	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14

Wood Elf Ranger



Agile, strong, and deadly with both melee and ranged weapons—especially the bow—the Wood Elf Ranger also has access to some magical abilities.

BEGINNING STATS

Strength	28	Dexterity	35
Intelligence	25	Stamina	27



Advantages

— The Ranger is the most proficient with the bow while still being able to hold his or her own in close-combat, making this a well-rounded character.

— With his main attack ranged from a bow, the Ranger has a variety of magical arrows: Poison Arrows, Fire Arrows, and Explode Arrows, all of which cause great damage from a distance, allowing the Ranger to avoid close-combat.

— The Ranger has the magical ability to give himself Minor Healing without the use of health potions. At later levels, this extends to fellow players in group play.

Disadvantages

— The Ranger is not as strong in close-combat as at ranged bow attacks. This makes the Ranger dependant on arrows and mana for special arrow attacks.

— Ranged arrow attacks are difficult to aim, and enemies are easy to miss. Learning to aim accurately takes time and patience. This can often result in wasted mana, leaving the Ranger vulnerable and forced to resort to close-combat.

— It is vital to the Ranger to have a full stock of arrows and to maintain a supply of mana. This can prove costly to your character if he does not find arrows and mana potions in breakable items and must purchase them from the shops.

Character Analysis

With a bow in hand and a supply of arrows on his back, the Ranger is ready to face any danger Norrath has to offer. Teamed with the ability to switch to melee at a moment's notice, the Ranger is a well-rounded character capable of fighting in any medium. The Ranger's strength, however, lies in skills with the bow. Further enhancing his ranged abilities, the Ranger has access to a slew of magical arrows such as the Poison Arrow, which leaves behind a poisonous cloud, and a Cold Arrow, which has the ability to freeze an enemy in place. Other magical abilities are also available to this wood elf, including the ability to heal himself, thus saving his supply of health potions.

A master of his craft, the Ranger is capable of firing multiple arrows at once, and causing great damage with the use of his many enhanced arrows. When playing the Ranger, these become your bread and butter. Fire arrows quickly and often to soften enemies as they near to help your Ranger spend only a brief moment engaged in close combat. However, if the situation requires, the Ranger can hold his own in close combat, because of his ability to carry both a one-handed weapon of choice and a shield.

Like the Wizard, the Ranger is most comfortable with ranged attacks. This is evident by the many types of arrows at the Ranger's disposal. Investing points into these will give the Ranger much higher damage output with each arrow. Many of these arrows, at higher levels, have an additional effect which can cause damage to enemies near the target.

Whether fighting one or multiple enemies, the Ranger has an arrow for the occasion. When fighting a single enemy, the Ranger can shoot a damaging Fire Arrow, leaving a fiery sting at the target, and starting a fire for nearby enemies to stumble into. After he strikes with arrows, the Ranger can switch to his melee weapon and clean up the mess. In situations where many enemies are after the Ranger, he can shoot off a Multi Fire, which sends a number of arrows toward a target. If all else fails, the Ranger has the ability to Entangle enemies, immobilizing them long enough to get some distance and fire again, or to engage in melee.

The Ranger in all his glory has the necessary tools to be deadly from a distance, but can also cause damage up close. Keep a full supply of arrows and a healthy supply of mana, and nothing can stop the Ranger.

Know Your Role

Solo

— Because the main method of dealing damage with the Ranger is with the use of ranged attacks, place as many points as possible in Dexterity. This increases the damage you can inflict with ranged attacks. Strength may also be helpful at times when the Ranger must engage in close-combat.

— Use arrows to initiate contact and fire until the enemy comes within melee range. By this time, the enemy should be close to death and easily overtaken with a few swipes of your weapon.

— If multiple enemies overwhelm your Ranger, don't put him at risk of being killed by continuing to fight. Rather, retreat and target his enemies with ranged attacks. Multi Fire will help fight multiple enemies at once, while Entangle or Cold Arrow can bring enemies to a halt, making them easier to handle. Live to fight another day!

— Check the contents of every breakable item you come across. The Ranger will go through a large amount of arrows, so breakable items are the best resource to replenish your supply. Should you run out of arrows, visit the shops and stock up. Keep up your supply!

— With an assortment of arrows at your disposal, don't forget that the Ranger can boost the damage caused by a normal shot with the Archery skill. This, matched with a high-damage bow and regular arrows, can become as deadly as enhanced arrows, saving you mana to use during the times when you really need it.

Group

— Because the Ranger's role in a group is to orchestrate ranged attacks, lend support with melee when needed. Keep distance from the majority of the melee action, only firing arrows out of harm's way.

— When the group is bogged down with multiple enemies, use the Entangle spell and Cold Arrows to halt some of the enemies, freeing the group to concentrate on one enemy at a time. After your enemies are frozen in their tracks, help your teammates with melee attacks, or play crowd control, attacking any new enemies that may enter the screen.

— Place some Skill Points into Minor Healing. Not only will this replenish your own life, but at higher ranks will have a radius, enabling nearby players to receive a boost as well. Use this when contributing to close-combat so that the tanks of the group are healed. This goes the same for Critical Hit, for it too extends to group members at higher skill levels.

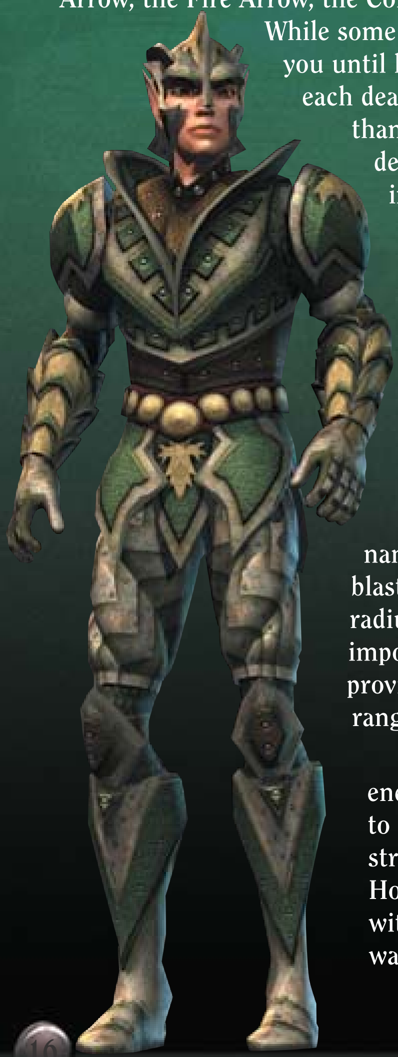
— Like the Wizard, stay out of harm's way and unload ranged attacks, sparing your devastating attacks for when they are truly needed to avoid wasting mana. If there is a Wizard in your group, play the Wizard's bodyguard, helping him out when needed. Remember that Wizards aren't successful in melee encounters. This will free the tanks from having to come to the Wizard's rescue, allowing them to concentrate on seeking and destroying nearby enemies.

Skill Recommendations

The Ranger is a ranged weapon expert, and his assortment of arrows and special abilities only cater to his strengths. The ability to fire a flaming arrow which explodes on contact and to poison a foe in a cloud of gas are in his bag of tricks. In addition to damaging arrows, the Ranger is proficient with weapons, able to increase his damage with Blunt and Slashing weaponry. Further distinguishing himself as a well-rounded, deadly fighter, the Ranger has at his disposal the ability to heal himself, regenerate mana faster, and bring enemies to a halt with Entangle. Whatever your style of play, the Ranger has the right moves and abilities to keep you in the game and on top of the opposition.

Archery is the first bow skill available to the Ranger, and one of the most important. Archery enables the Ranger to deal more damage with each arrow fired. This saves on mana because it costs nothing to fire normal arrows. As you are able to wield higher damage bows, the damage of your normal arrow shots increases, making them as powerful as lower leveled, enhanced arrows.

The Ranger also has access to enhanced arrows that cost mana. As previously mentioned, these arrows are the Poison Arrow, the Fire Arrow, the Cold Arrow, and the Explode Arrow. While some of these won't be available to you until higher levels, they are similar, each dealing a higher amount of damage than a normal arrow, and each delivering lingering effects. For instance, the Fire Arrow results in a fire that damages enemies near the target. The Cold Arrow has the ability to freeze an enemy in place, allowing the Ranger to attack or retreat. The Poison Arrow results in a poisonous cloud that also affects enemies near the target. And finally, the Explode Arrow does what its name suggests, leaving behind a blast that damages anything within radius. These arrows are of importance to the Ranger, as they provide the most damage of his ranged attacks.



When dealing with multiple enemies, the Multi Fire shoots up to six arrows at a time, potentially striking multiple enemies. However, if you are a sharpshooter with your bow, this tactic may waste your arrows in the long run. Instead, use your points to enhance the Cold Arrow, where you can bring multiple enemies to a halt, enabling you to attack them one at a time. Multi Fire also increases the arrow damage. You will have to decide if you want to make the sacrifice to live without more arrow damage.

Later in your Ranger's life (level 20) he can learn to Dual Wield. This adds to the Ranger's ability to enter melee combat, and improves his proficiency at doing so. A good combination of ranged and close-combat attacks become the Ranger's specialty when able to swing two weapons in the direction of enemies, after weakening them from a distance with his bow. Place additional points into the Dual Wield ability to raise the damage dealt by each weapon.

Entangle is another useful move to the Ranger, as it works both offensively and defensively. Cast this upon attacking enemies and watch them come to a halt, providing enough time for your character to either retreat in favor of another ranged attack, or to close in and finish the enemy with a melee attack. Placing more points into this move allows the Ranger to Entangle more than one enemy at a time, further increasing the move's usefulness. This move is also great in group situations to stop enemies before they reach a vulnerable Wizard, or to hold an enemy still so the group can fight without becoming overwhelmed. Look for this move to get you out of tight jams.

In addition to his repertoire of offensive spells, the Ranger has a Minor Healing spell that, when leveled up, extends to other players in group play. This spell will replenish some health as if taking a healing potion. Not only can the Ranger heal himself, but he can also increase his carrying capacity with Endurance, and his mana regeneration rate with Regeneration. It is worth placing a few points into Regeneration because the amount of arrows the Ranger fires depletes his mana supply. Keep a good inventory of arrows and mana at your disposal.



These are suggestions, and it is up to you to decide what works best for you and your character. Good luck!

Skill Tree

Access the Skill Tree by clicking on the Special Abilities tab of the Character Detail Screens (SELECT).





Blunt Weapons

Prerequisite: None

Details: Certain weapons require a high Blunt skill to wield.

This is your skill at using blunt weapons, such as hammers, maces, and staffs. Placing Skill Points into this ability increases the damage dealt by blunt weapons. The damage you inflict with such weapons increases by five percent each time a Skill Point is invested, raising your character's skill rank.

This ability does not cost mana and is always in effect once acquired.

BLUNT WEAPONS

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Critical Hit

Prerequisite: Blunt Weapons

Details: Improves your chances of registering a Critical Hit during an attack. Provides similar skills to players within aura range.

In group play, this ability emanates around the character, allowing other players within the aura to also receive the Critical Hit bonus. Duration, aura radius, and the chance of scoring a critical hit all increase with skill rank.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

CRITICAL HIT

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Mana Cost	36	40	44	48	52	56	60	64	68	72	76	80	84	88	92	96	100	104	108	112
Chance of Critical Hit	10%	13%	16%	19%	22%	25%	28%	31%	34%	37%	40%	43%	46%	49%	52%	55%	58%	61%	64%	67%
Duration of Spell	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Aura Radius in Feet	-	-	-	-	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10

Regeneration

Prerequisite: Critical Hit

Details: Characters with Regeneration will more quickly replenish their mana. The higher your rank, the greater the speed of regeneration.

Placing points into concentration increases the natural rate at which your mana regenerates.

This ability does not cost mana and is always in effect once acquired.

REGENERATION

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Faster Mana Regeneration	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%

Minor Healing

Prerequisite: Regeneration

Details: A minor healing spell which restores health to the Spell Caster for one and a half seconds.

When Minor Healing is used, the caster will regain Hit Points as if he had just used a health potion. As skill rank rises, so does the number of Hit Points recovered each time you use Minor Healing. At higher skill levels, the effect of Minor Healing will have a radius, extending to and healing nearby players in group play.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

MINOR HEALING

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Mana Cost	173	181	189	197	205	213	221	229	237	245	253	261	269	277	285	293	301	309	317	325
Percent Healed	15%	18%	21%	24%	27%	30%	33%	36%	39%	42%	45%	48%	51%	54%	57%	60%	63%	66%	69%	72%

Archery

Prerequisite: None

Details: Enhances your ability to damage enemies with bow attacks.

Placing Skill Points into Archery improves the damage of your bow and arrow attack. The higher the skill rank, the more damage caused by arrows.

This ability does not cost mana and is always in effect once acquired.

ARCHERY

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Multi Fire

Prerequisite: Archery

Details: Fires multiple arrows at once. Higher levels boost arrow count and speed.

The number of arrows fired with each shot, as well as bow damage, increase with skill rank.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

MULTI FIRE

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Mana Cost	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46
Number of Arrows	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6
Total of Current Bow Damage	120%	130%	140%	150%	160%	170%	180%	190%	200%	210%	220%	230%	240%	250%	260%	270%	280%	290%	300%	310%



COLD ARROW

Prerequisite: Multi Fire

Details: Shoots a blast of super-cooled gas that freezes enemies. Higher levels increase damage, velocity, and freeze time.

Cold Arrow imbues one of the Ranger's arrows with additional cold damage to an enemy. Once struck, the arrow may temporarily freeze an enemy. As skill rank rises, the cold damage dealt, the length of the freeze, and the arrow's velocity all increase.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

COLD ARROW

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Mana Cost	14	17	20	23	26	29	32	35	38	41	44	47	50	53	56	59	62	65	68	71
Additional Cold Damage	6	11	16	21	26	31	36	41	46	51	56	61	66	71	76	81	86	91	96	101
Velocity in Feet per Sec.	41	42	42	42	43	43	44	44	45	45	46	46	47	47	48	48	49	49	49	50
Freeze Time	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9

POISON ARROW

Prerequisite: Cold Arrow

Details: Fires a burst of toxic gas, spawning a poison cloud. Higher levels boost damage, the size of the poison cloud, and poison duration.

Poison Arrow imbues a Ranger's arrow with additional poison damage to an enemy. After it reaches its mark, a poisonous cloud surrounds the enemy, who continues to take damage while the poison vapor lingers. As skill rank rises, the poison damage dealt and the length and size of the resulting poison cloud increase.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

POISON ARROW

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Mana Cost	37	40	43	46	49	52	55	58	61	64	67	70	73	76	79	82	85	88	91	94
Additional Poison Damage	40	43	46	49	52	55	58	61	64	67	70	73	76	79	82	85	88	91	94	97
Cloud Radius in Feet	1	2	4	5	7	8	10	11	13	14	16	17	19	20	22	23	25	26	28	29
Duration of Cloud in Sec.	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8

FIRE ARROW

Prerequisite: Multi Fire

Details: Shoots an arrow of hot fire. Higher levels increase damage, speed, and size of fire.

Fire Arrow imbues one of the Ranger's arrows with additional fire damage to an enemy. Once it hits a target, a fiery explosion ignites around an enemy. As skill rank rises, the fire damage dealt, the velocity of the arrow, and the radius of the explosion increase.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

FIRE ARROW

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Mana Cost	25	28	31	34	37	40	43	46	49	52	55	58	61	64	67	70	73	76	79	82
Additional Fire Damage	31	36	41	46	51	56	61	66	71	76	81	86	91	96	101	106	111	116	121	126
Velocity in Feet per Sec.	32	34	36	38	40	42	44	46	47	49	51	53	55	57	59	61	62	64	66	68
Radius of Fire	8	8	9	9	10	10	10	11	11	12	12	13	13	13	14	14	15	15	15	16

Explode Arrow

Prerequisite: Fire Arrow

Details: Hurls an arrow of explosive charge at enemies. Higher levels expand area of effect, damage, and velocity.

Explode Arrow imbues a Ranger's arrow with an explosive charge, causing additional damage to an enemy. Once it hits home, an explosion envelopes the enemy, and at higher skill levels, the resulting fire damages enemies near the target. The explosive damage, the velocity of the arrow, and the radius of the resulting explosion increase with skill rank.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

EXPLODE ARROW

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Mana Cost	68	71	74	77	80	83	86	89	92	95	98	101	104	107	110	113	116	119	122	125
Damage	100-150	104-156	108-162	112-168	116-174	120-280	124-186	128-192	132-198	136-204	140-210	144-216	148-222	152-228	156-234	160-240	164-246	168-252	172-258	176-264
Damage Radius in Feet	-	-	-	-	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7
Velocity in Feet per Sec.	34	35	36	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	54	55

Slashing

Prerequisite: None

Details: Certain weapons require a high Slashing skill to wield.

This is your skill at using slashing weapons, such as swords and axes. Placing Skill Points into this ability increases the damage dealt by slashing weapons. The damage you inflict with such weapons increases by five percent each time a Skill Point is invested, raising your character's skill rank.

This ability does not cost mana and is always in effect once acquired.

SLASHING

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Endurance

Prerequisite: Slashing or Archery

Details: This feat increases your carrying capacity.

Placing Skill Points into Endurance will increase the amount in pounds your character can carry by 15 lbs. each time. As your skill rank increases, so does the amount you can carry.

This ability does not cost mana and is always in effect once acquired.

ENDURANCE

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Carrying Increase (lbs)	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300

Entangle

Prerequisite: Endurance

Details: Halts enemies where they stand. Higher levels increase how many are affected, the duration of the immobilization, and success percentage.

Entangle will immobilize an enemy for a short period, entangling them to the ground and bringing them to a halt. The duration of Entangle, as well as the number of creatures you can tangle up at one time, increases with skill rank. The chance of a creature breaking free from Entangle prematurely also increases at higher skill ranks. It will be necessary to cast this move multiple times to Entangle more than one enemy at once.

To execute this move, it must be assigned to a Quick Ability button and requires mana.



ENTANGLE

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Mana Cost	30	33	36	39	42	45	48	51	54	57	60	63	66	69	72	75	78	81	84	87
Number of Enemies	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7
Duration in Seconds	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	11	11	11
Chance of Success	50%	52%	54%	56%	58%	60%	62%	64%	66%	68%	70%	72%	74%	76%	78%	80%	82%	84%	86%	88%

Dual Wield

Prerequisite: Entangle

Details: This will allow you to wield a weapon in each hand.

The Dual Wield ability allows a player to carry two appropriate-sized weapons, one in each hand, and attack with both. The damage caused by each weapon, however, is lower while Dual Wielding. The effectiveness of each weapon will increase with skill rank. Shields and two-handed weapons cannot be used while Dual Wielding.

This ability does not cost mana and is in effect while two weapons are equipped.

DUAL WIELD

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Amount of Damage per Weapon	62%	64%	66%	68%	70%	72%	74%	76%	78%	80%	82%	84%	86%	88%	90%	92%	94%	96%	98%	100%

High Elf Cleric



Wise and adept at invoking the powers of the gods for healing, protection, and attack, the High Elf Cleric is also a skilled combatant with a particular affinity for blunt weapons.

BEGINNING STATS

Strength	26	Dexterity	27
Intelligence	36	Stamina	26

Advantages

— A strong melee class fighter, the Cleric can engage effectively in close-combat due to a decent starting strength and heavy blunt weaponry.

— Well-versed in magical ability, the Cleric can cast a handful of damaging spells, especially at the Undead. In fact, the Cleric is tailored to do more damage to the Undead than to other creatures.

— The Heal and Undead Shield spells both heal and protect the Cleric and, at higher levels, extend to other group members.

— The Cleric is a good combination of Spell Caster and melee fighter with the ability to heal, making him or her well-rounded.

Disadvantages

— The Cleric, despite great melee abilities, is limited to the use of blunt weaponry.

— While well-rounded, the Cleric's only advantage over other characters is the ability to heal fellow fighters, and to cast spells against the Undead. Otherwise, the Cleric is a jack-of-all-trades.

— Many of the Cleric's spells are aimed at dealing with the Undead. These spells have little or no effect on other creatures, limiting the Cleric's tactical repertoire when the Undead are not present.

Character Analysis

The Cleric has harnessed the divine power at his bidding to defend Norrath from a creature invasion. With numerous spells, including Heal, and the innate ability to swing a mighty Blunt Weapon, the Cleric is a dangerous force to all who cross him. Especially dangerous to the Undead, the Cleric has two spells at his fingertips, Heal and Undead Shield, which will both maim and diminish these creatures. His fierce attacks do not stop there; the Cleric can manifest his magic to produce a Hammer of Wrath which pounds away at enemies, and a Holy Strike which deals a divine blow to his foe.

The Cleric does, however, possess a quieter and less ruthless side whereby he turns his enemies friendly. The Cleric's final spell, the Blinding Light, may also be cast to cause damage to enemies with a bright and lingering light, leaving enemies dazed.

With all the spells and magical abilities the Cleric has to offer, you may overlook that the Cleric is an exceptional melee fighter, outshined only by the Barbarian. Although limited to using blunt weapons, the Cleric can still pack a wallop with a trusty mace or hammer. When playing this divine fighter, play to his strengths by attacking from a distance with one of his ranged attacks like Holy Strike, then rush in for the kill with weapon in hand.

Nothing can stand in the way of this harmony of magic and might. To reinforce this truism, the Cleric possesses both protecting and healing spells—spells such as Holy Armor which, when cast, convert damage taken into mana taken, pulling from your mana supply rather than from your health. Undead Shield also protects the Cleric from harm from undead creatures. The ability to heal himself and others is also at the Cleric's command—he can heal without the use of health potions.

No matter the task at hand, the Cleric has the necessary tools to get the job done quickly and efficiently. Both melee combatant and Spell Caster, the Cleric can cast from afar and fight up close. Combining the tactics of spells and melee only increases the Cleric's ability to be effective in every situation.

Know Your Role

Solo

— Being a well-rounded Spell Caster and fighter, the Cleric should invest ability points in Intelligence to increase his mana, and in Strength and Stamina to increase his ability to take and deal damage.

— When attacking enemies, start with a ranged magical spell like the Holy Strike, then engage in close combat. The Cleric should have no problem overpowering his enemy, as he is armed with an arsenal of both ranged and melee strategies.

— Pay close attention to the type of enemies against whom you are fighting. When confronting Undead or Skeletons, use spells like Undead Shield, which bounce damage dealt from an undead creature back onto them for a limited amount of time. Other spells like Repulse Undead and Dismiss Undead also have increased effects to the Undead.

— If enemies surround or overwhelm your Cleric, look for aid from spells like Root (which can immobilize enemies), giving the Cleric a moment to retreat from harm's way. When the Cleric is no longer surrounded, use Blinding Light to confuse multiple enemies long enough to start your assault with a mighty blunt weapon.

— Take advantage of the Cleric's defensive spells like Holy Armor, which reduces your amount of mana rather than health when taking damage. Blessed, when cast, will increase the rate at which mana regenerates. Mixing these spells will make the Cleric indestructible during melee encounters.

— Turn foes into friends with the Cleric's Convert Enemy spell. This will remove the hostility from a creature. This spell can backfire from time to time, however, either by not working on a creature, or alternatively causing the creature to seek vengeance. Keep up your guard when meddling with this spell. When this works, the Cleric's job becomes easier, leaving fewer enemies to destroy.

Group

— The Cleric's role will be to provide healing for the group. Because of this, level up this move so that it restores a greater amount of Hit Points for those within the spell's radius.

— The Cleric is also a proficient fighter, capable of standing next to the Barbarian in melee combat. Help the group in this department, even if this means that your Cleric must become the tank. If there is more than one Cleric in a group, this responsibility can be shared, lending your healing and spells from a distance.

— Because of the power of the Root spell, the Cleric can help with crowd control, immobilizing enemies as they enter the fight. Other characters have this ability, as well. Talk with your group and discuss where your efforts will be most needed.

— Dealing with the Undead is the Cleric's specialty, as he has many spells tailored to defend against them. Cast moves like Undead Shield, which extends to teammates, and Repulse Undead, which turns Undead away after damaging them. Hunting Undead will be quick and easy when a Cleric is among your group.

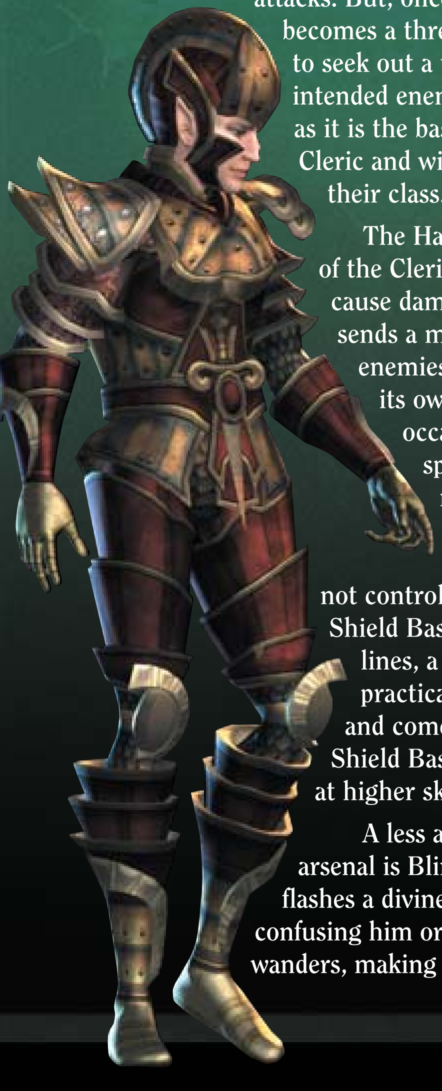


Skill Recommendations

Using divine powers to bring havoc to enemies is the Cleric's calling card. Well-balanced in both melee combat and magical spells, the Cleric is capable of entering any situation and walking away the victor. Spells like Holy Strike, Hammer of Wrath, and Shield Bash make up a few of this High Elf's arsenal of offensive spells. In addition to being able to cause a great deal of damage with his magic, the Cleric can protect himself with the ability to heal without the use of mana potions, and shield himself from harm with Holy Armor and Undead Shield. The Cleric also has the unique ability to turn away attacking undead creatures, and even causes enemies to become friendly.

Limited to the use of blunt weaponry, the Blunt skill is an easy choice to level up with Skill Points. Since there are no other weapon choices for the mighty High Elf, there is no reason why you shouldn't increase the damage output of his only weapon. Much of your fighting will still take place in close-combat, so dealing a greater amount of damage with each swipe can only help the Cleric's cause.

One move that damages enemies, particularly Undead, is the Holy Strike, a simple move that is with the Cleric from day one. This move starts as a bolt of divine power that causes a decent amount of damage from a distance, easily followed with melee attacks. But, once leveled up higher, the strike becomes a threat to all enemies, for it begins to seek out a target even when you miss the intended enemy. This is worth leveling up as it is the basic ranged attack for the Cleric and will affect all enemies, despite their class.



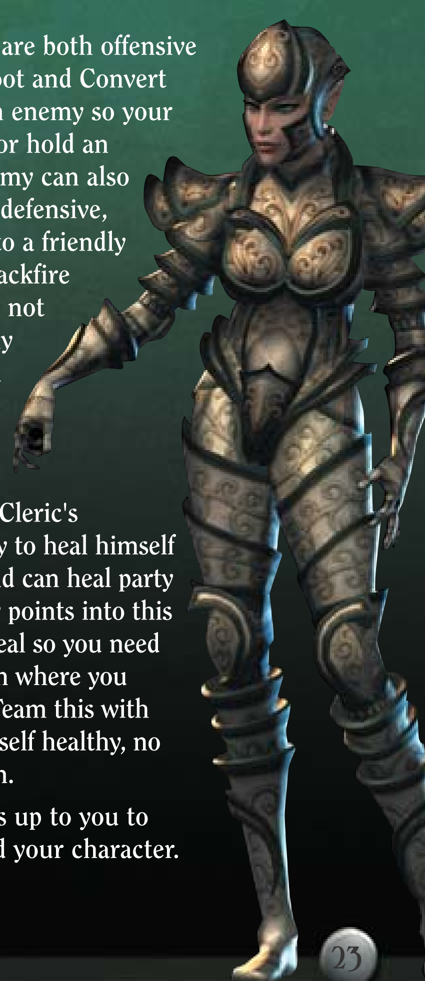
The Hammer of Wrath is the second of the Cleric's ranged attacks that will cause damage to all enemies. This one sends a magical hammer out to attack enemies. The hammer will do this on its own for a duration of time, occasionally engaging in a spinning attack. This move does more damage in early stages than the Holy Strike, but has a much higher mana cost and is not controlled by the Spell Caster. The Shield Bash is another move along these lines, a great move, but not always as practical for it can be slow to execute and comes at a higher mana cost. Shield Bash does, however, stun enemies at higher skill ranks.

A less aggressive spell in the Cleric's arsenal is Blinding Light, a move which flashes a divine light into the enemy's eyes, confusing him or her. Once confused, an enemy wanders, making the job of the Cleric as simple as walking up to it and beating the enemy senseless. This spell can affect nearby enemies, as well, and leaves behind a lasting effect that continues to damage enemies who are stunned. This move is great for dealing with multiple enemies, and should be considered when deciding which spells to level up.

Another damaging spell that does not involve blasting away at enemies is Repulse Undead, one of the many spells at the Cleric's disposal aimed at the Undead. This spell causes the Undead damage, then turns them away as if to leave you alone. When they do return, or should you chase them, they are weakened and require little energy to destroy. This is a great move because the Undead will rarely overwhelm the Cleric, but like all Undead spells, these are specific to undead creatures and do not work well on anything else. When choosing to level up these types of spells, keep in mind that not all creatures throughout the game will be undead, and Skill Points may be better placed elsewhere.

Not all of the spells available to the Cleric cause direct damage, but instead disperse damage or help deal with enemies in a gentler manner. For instance, the Undead Shield will return a percentage of an attack to the undead attacker. Like others, this only works on the Undead. Blessed is another spell which helps the Cleric deal with enemies by increasing mana more quickly for a period of time, allowing the Cleric to unload spells more often during that period.

A couple of the Cleric's moves are both offensive and defensive. These moves are Root and Convert Enemy. Use Root to immobilize an enemy so your Cleric can attack from a distance, or hold an enemy so he can flee. Convert Enemy can also be perceived as both offensive and defensive, for it turns an attacking enemy into a friendly enemy. This move, however, can backfire on strong-willed enemies and does not affect the Undead. The now friendly enemy will also loom around in an unpredictable pattern, often of little use to the Cleric, but saving him from the initial threat.



Healing abilities are one of the Cleric's valuable qualities. He has the ability to heal himself without the use of mana potions and can heal party members in group play. Place a few points into this skill to boost the amount of each heal so you need never worry about facing a situation where you might run out of healing potions. Team this with Blessed during battles to keep yourself healthy, no matter the amount of damage taken.

These are suggestions, and it is up to you to decide what works best for you and your character. Good luck!

Skill Tree





Access the Skill Tree by clicking on the Special Abilities tab of the Character Detail Screens (SELECT).

Blunt Weapons

Prerequisite: None

Details: Certain weapons require a high Blunt skill to wield.

This is your skill at using blunt weapons, such as hammers, maces, and staffs. Placing Skill Points into this ability increases the damage dealt by blunt weapons. The damage you inflict with such weapons increases by five percent each time a Skill Point is invested, raising your character's skill rank.

This ability does not cost mana and is always in effect once acquired.

BLUNT WEAPONS

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Holy Strike

Prerequisite: Blunt Weapons

Details: A bolt of light that harms on impact, particularly undead creatures. Higher levels give damage and tracking.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

HOLY STRIKE

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	7	10	13	16	19	22	25	28	31	34	37	40	43	46	49	52	55	58	61	64
Normal Damage	18-22	22-26	26-31	30-36	34-41	38-46	42-50	46-55	50-60	54-65	58-70	62-74	66-79	70-84	74-89	78-94	82-98	86-103	90-108	94-113
Undead Damage	35-42	45-54	55-66	65-78	75-90	85-102	95-114	105-126	115-138	125-150	135-162	145-174	155-186	165-198	175-210	185-222	195-234	205-246	215-258	225-270
Tracking in Degrees	-	-	-	-	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	6

Shield Bash

Prerequisite: Holy Strike

Details: A rushing attack requiring a shield. Delivers high damage and a chance of stunning enemies.

The Shield Bash is a charging attack that uses a shield to damage and stun enemies. The amount of damage from the bash increases with each skill rank. In addition, the chance of stunning an enemy, as well as the duration of the stun, increases as more Skill Points are placed into the ability. At higher skill ranks, the amount of enemies bashed in a single attack also increases.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

SHIELD BASH

Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	27	31	35	39	43	47	51	55	59	63	67	71	75	79	83	87	91	95	99	103
Damage	24-36	28-42	32-48	36-54	40-60	44-66	48-72	52-78	56-84	60-90	64-96	68-102	72-108	76-114	80-120	84-126	88-132	92-138	96-144	100-150
Chance of Stun	20%	22%	24%	26%	28%	30%	32%	34%	36%	38%	40%	42%	44%	46%	48%	50%	52%	54%	56%	58%
Number of Enemies	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6
Duration of Stun in Sec.	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13

Hammer of Wrath

Prerequisite: Shield Bash

Details: Summons a hammer that attacks enemies. Higher level gives damage, duration, and a chance for a spin move.

Hammer of Wrath summons a divine hammer to the Cleric in battle. The hammer is capable of executing a spin move. As skill rank rises, the damage of the hammer, the duration, and the chance of the hammer executing a spin move all increase.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

HAMMER OF WRATH

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Mana Cost	48	52	56	60	64	68	72	76	80	84	88	92	96	100	104	108	112	116	120	124
Hammer Damage	40-48	42-50	44-53	46-55	48-58	50-60	52-62	54-65	56-67	58-70	60-72	62-74	64-77	66-79	68-82	70-84	72-86	74-89	76-91	78-94
Duration of Hammer in Sec.	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45	47	49	51	53
Chance for Spin Attack	18%	20%	23%	25%	28%	30%	32%	35%	37%	40%	42%	44%	47%	49%	52%	54%	56%	59%	61%	64%

Healing

Prerequisite: Holy Strike or Endurance

Details: Restores health to the Spell Caster. Higher levels heal teammates via aura.

When Healing is used, the Spell Casters will regain Hit Points as if they had used a health potion. As skill rank rises, so does the amount of Hit Points healed each time Healing is used. At higher skill levels, the effect will have a radius, healing nearby players in group play.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

HEALING

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Mana Cost	88	98	108	118	128	138	148	158	168	178	188	198	208	218	228	238	248	258	268	278
Healed	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%
Aura Range in Feet	-	-	-	-	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12
Aura Percent Healed	-	-	-	-	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%

Blessed

Prerequisite: Healing

Details: Blessed characters will regain their mana more quickly. A higher ranked blessing will provide greater speed of regeneration.

Blessed, when cast, will improve the Cleric's mana regeneration rate while in effect. As skill rank rises, so does the rate of regeneration and the duration of the spell.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

BLESSED

Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Duration in Sec.	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Faster Mana Regenerates	90%	100%	110%	120%	130%	140%	150%	160%	170%	180%	190%	200%	210%	220%	230%	240%	250%	260%	270%	280%

Blinding Light

Prerequisite: Blessed

Details: A blinding flash confuses nearby creatures. Higher rank gives more damage, duration, and effectiveness.

Blinding Light flashes a bright light in front of an enemy, causing initial damage and confusion. Additional enemies near the target may also be affected. The light stays with an enemy, continuing to cause damage. As skill rank rises, the initial damage, subsequent damage, duration of the effect, and the area of effect increase.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

BLINDING LIGHT

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Mana Cost	45	48	51	54	57	60	63	66	69	72	75	78	81	84	87	90	93	96	99	102
Chance of Confusion	50%	52%	54%	56%	58%	60%	62%	64%	66%	68%	70%	72%	74%	76%	78%	80%	82%	84%	86%	88%
Damage per Sec.	35-42	38-46	41-49	44-53	47-56	50-60	53-64	56-67	59-71	62-74	65-78	68-82	71-85	74-89	77-92	80-96	83-100	86-103	89-107	92-110
Duration in Sec.	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9
Radius in Feet	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7

Root

Prerequisite: Blinding Light

Details: Halts enemies where they stand when successful. Higher levels increase how many enemies are affected, the duration, and success percentage.

Root immobilizes enemies for a short period, rooting them to the ground and bringing them to a halt. The duration of the root, as well as the number of creatures that can be rooted at a time, increases with skill rank. The chance of a creature breaking free from the root prematurely also increases at higher skill ranks. Multiple casts are needed to root more than one enemy at a time.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

ROOT

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Mana Cost	55	59	63	67	71	75	79	83	87	91	95	99	103	107	111	115	119	123	127	131
Number of Enemies	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7
Duration in Sec.	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	11	11	11
Chance of Success	50%	52%	54%	56%	58%	60%	62%	64%	66%	68%	70%	72%	74%	76%	78%	80%	82%	84%	86%	88%

Convert Enemy

Prerequisite: Blinding Light

Details: Converts enemies into friends. Higher levels boost odds of conversion, maximum enemies affected, and duration. Undead are immune to this spell.

Convert Enemy enables the Cleric to take over enemies, rendering them docile for the duration of the effect. Undead creatures, animals, and those with strong wills won't be affected by the conversion. As skill rank rises, the duration of the spell and the amount of enemies able to be converted at one time increase.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

CONVERT ENEMY

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Mana Cost	97	104	111	118	125	132	139	146	153	160	167	174	181	188	195	202	209	216	223	230
Number of Enemies	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5
Duration in Sec.	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Chance of Conversion	40%	42%	44%	46%	48%	50%	52%	54%	56%	58%	60%	62%	64%	66%	68%	70%	72%	74%	76%	78%

Endurance

Prerequisite: Blunt Weapons

Details: This feat increases your carrying capacity.

Placing Skill Points into Endurance will increase the amount in pounds your character can carry. As your skill rank increases, so does the amount you can carry.

This ability does not cost mana and is always in effect once acquired.

ENDURANCE

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Carrying Increase (lbs)	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300

Holy Armor

Prerequisite: Endurance

Details: Preserves player's health by converting a portion of incoming damage into a reduction in mana.

When Holy Armor is cast, a percentage of Hit Point damage taken from enemy attacks is converted into damage subtracted from your mana points. Along with skill rank, the duration and the percentage taken from mana increase.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

HOLY ARMOR

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Mana Cost	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Damage Transferred to Mana	5%	8%	11%	14%	17%	20%	23%	26%	29%	32%	35%	38%	41%	44%	47%	50%	53%	56%	59%	62%
Duration in Sec.	10	10	11	11	11	11	12	12	12	12	13	13	13	13	14	14	14	14	15	15

Undead Shield

Prerequisite: Holy Armor

Details: Any undead creature attacking the protected individual receives damage. Aura at higher levels.

Holy Armor protects a character with a divine shield, causing damage to any Undead creature attacking the protected character. The Undead foe will receive a percentage of the damage it inflicts upon your character. The duration of the effect and the percentage of damage the undead attacker takes increase with skill rank. At higher skill levels, nearby players can also receive the shield's effects.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

UNDEAD SHIELD

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Mana Cost	41	45	49	53	57	61	65	69	73	77	81	85	89	93	97	101	105	109	113	117
Damage Returned	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%
Duration in Sec.	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Aura Damage Returned	3%	6%	9%	12%	15%	18%	21%	24%	27%	30%	33%	36%	39%	42%	45%	48%	51%	54%	57%	60%

Repulse Undead

Prerequisite: Undead Shield

Details: Knocks away undead creatures and damages them. Higher rank gives higher radius and damage.

Fires a bolt of blue energy at a target enemy, causing damage on impact. If the bolt misses, it bounces off available obstacles until it impacts an enemy or dissipates at the end of its duration. The damage caused and duration increase with skill rank. The radius of the bolt also increases.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

REPULSE UNDEAD

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Mana Cost	45	48	51	54	57	60	63	66	69	72	75	78	81	84	87	90	93	96	99	102
Damage	200	210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390
Radius in Feet	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16

Dismiss Undead

Prerequisite: Repulse Undead

Details: A powerful spell that is damaging to weaker Undead. Damage goes up with rank.

Dismisses weaker Undead; casting this spell causes weaker Undead near and around your character to be knocked away or driven back in fear. This spell will not affect non-Undead or powerful Undead. The chance to Repulse, the number of Undead affected, and the duration of the dismissal increase with skill rank.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

DISMISS UNDEAD

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
Mana Cost	107	112	117	122	127	132	137	142	147	152	157	162	167	172	177	182	187	192	197	202
Regular Damage	50-60	57-68	64-77	71-85	78-94	85-102	92-110	99-119	106-127	113-136	120-144	127-152	134-161	141-169	148-178	155-186	162-194	169-203	176-211	183-220
Undead Damage	250-300	257-308	264-317	271-325	278-334	285-342	292-350	299-359	306-367	313-376	320-384	327-392	334-401	341-409	348-418	355-426	362-434	369-443	376-451	383-460
Duration in Sec.	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8

Erudite Wizard



Possessing great intelligence, the Erudite Wizard is less skilled in hand-to-hand combat, but more than makes up for this shortfall with a devastating arsenal of magical abilities.

BEGINNING STATS

Strength	23	Dexterity	25
Intelligence	39	Stamina	28

Advantages

— The Wizard has the highest intelligence, and therefore starts the game with the highest amount of mana (a necessity for his many high-powered spells).

— Of all spells in *Champions of Norrath*, the Wizard's are the strongest, packing the greatest amount of damage into a single attack.

— To help offset the lack of close-combat melee abilities, the Wizard has the largest amount of spells available, with a total of 17 at his disposal.

— The Wizard has the ability to imbue his own weapons and those of other group members with enhancements such as additional cold, lightning, and fire damage.

Disadvantages

— The Wizard is a Spell Caster, making him dependant on mana.

— Limited on melee abilities due to a low starting strength and AC, the Wizard's main method of attack is using magical spells.

— Limited to the use of blunt weaponry and unable to use shields, Wizards are also unable to wear heavy armor such as padded, chain, and plate.

Character Analysis

The Wizard is not the strongest character in the game, but is the most well-versed in magical abilities. His magic ranges from powerful freezing ice bolts, to a steady stream of blistering fire, to immobilizing pursuing enemies. Even his abilities with a weapon are not to be dismissed, though this is not the Wizard's strong point. The Wizard's area of expertise comes in the form of magical spells. Whether casting a frigid storm over his enemy or spreading a magical bolt of electricity through a group of enemies, the Wizard is a mystical force to be reckoned with.

Playing this mystical character is both fun and challenging, in part because his dependence on magical attacks drains from his mana pool. Lacking great strength and AC due to light armor, the Wizard is forced to do a majority of his fighting with ranged attacks, and ranged attacks mean mana usage. The Wizard, however, has the highest amount of mana to begin with for this reason. A good Wizard, however, will still need to be comfortable with melee fighting so he does not become too reliant upon mana, only to find himself stranded without any. Finding the harmony between melee and magic is the most important feat when playing the Wizard. This often means running. While not glamorous, it gives the Wizard a chance to regroup, escape the threat of being outnumbered, and deliver ranged attacks.

Compensation for low strength comes in the form of high-damage ranged attacks to keep the Wizard out of close-combat. Shock of Frost, Bolt of Shock, and Shock of Fire are projectile attacks which at higher skill levels spread damage to enemies around the intended target. In this manner the Wizard may affect multiple enemies at once, ultimately aiding in keeping enemies at bay. Should enemies survive these attacks as they draw near, the Wizard need only to finish them off with a beating from his weapon of choice, or follow with another damaging spell.

In addition to devastating projectiles, the Wizard has the unique ability to bring forth a storm of fire or ice, which hovers over enemies, damaging all who come in contact with it. A Frost Storm will rain shards of ice over the heads of enemies, while the Fire Storm engulfs a target in flames, spreading to all who cross its path. These storms also aid in preventing enemies from getting in close-combat range, by which time they are severely wounded, making the Wizard's job that much easier.

These monstrous spells are topped off by the Wizard's ability to cast constant spells such as the Cone of Frost, Cone of Fire, and Wizard Beam. These moves, when cast, create a cone of terror from the front of the Wizard, maiming whomever stands in its path. These moves can be continuously cast until all mana is depleted. Although these moves are costly to your mana supply, they can also tear through enemies, deflecting damage to your Wizard. If enemies can't reach you, they can't harm you.

In group play, the Wizard aids the group with his ability to enchant all nearby players' weapons with cold, fire, and shock damage. In addition, the Wizard lends his support from afar with any of his highly damaging spells.

Whether you play in a group or solo, the Wizard character will keep you on your toes and enjoying the game. His ability to turn the tides in battle by casting numerous destructive spells is unrivaled. While it takes persistence and patience to perfect his fighting techniques, the Wizard has the necessary tools to become the Champion of Norrath.

Know Your Role

Solo

— Spend ability points in Intelligence to increase your amount of mana and how often you can cast your deadly spells. Also, spend a few points here and there on Stamina to increase your health should you find yourself in a bind.

— The Wizard is capable of fighting with weapon in hand, but will rely on magic for the majority of his attacks. When attacking, utilize projectiles like Bolt of Shock and Shock of Frost to attack from a distance. As an enemy nears, use either of the Wizard's storms, Fire Storm and Frost Storm, to keep that distance.

— Mana is important to the Wizard, so put points into Concentration when it becomes available to increase the mana regeneration rate. Also invest in purchasing mana- and Intelligence-boosting items such as rings and necklaces from the shops. These are useful and further aid in keeping a healthy supply of mana readily available. Similarly, keep yourself well-supplied with mana potions to ensure that you are never without mana when you need it most.

— Fighting multiple enemies spells disaster for the Wizard. If surrounding enemies overwhelm your Wizard, cast a spell like Root, which immobilizes enemies where they stand. If an enemy persists, switch to a constant spell like Cone of Fire. However, your best bet in most cases may be to run! There is no shame in running away to stay alive, then recovering the upper hand with ranged attacks.

— Because of low strength, the Wizard cannot take as much direct damage as other characters, nor can he carry as many items. To counterbalance this, carry as many mana potions as possible at all times, especially into Boss encounters. This will keep your mana full and available for casting the Wizard's many magical attacks, and will keep him out of harm's way. Also, it is worth investing points into Endurance if you find your Wizard becoming encumbered.

— Use melee attacks sparingly, and in conjunction with magic spells. For instance, do not go rushing in after a horde of enemies expecting to defeat them all with your weapon. You will lose every time. Instead, stay distant and fire a spell like Bolt of Shock, then approach to finish off the creature with your weapon. Before others can come to its aid, back away and repeat the process. This is time-consuming, but effective. When playing the Wizard, be safe and cautious or you will find yourself dead.

Group

— In a group, exclude the Wizard from partaking in close-combat melee. You can, however, count on the Wizard to cast powerful spells into the heat of battle from afar. Powerful spells such as Shock of Fire, Wizard Beam, and Root have the best effect in a group for they can be cast safely from a distance while providing damage to multiple enemies, and in the case of Root, immobilize enemies for the melee fighters.

— Tempting as it may be, do not rush into a battle swinging your weapon if there is a Barbarian or other melee fighter in the group. Their strengths lie in close-combat and they are powerfully equipped for that purpose. As a Wizard, stand back and lend a hand with your strengths—ranged attacks. Another way to contribute is to activate one of your weapon-enhancing spells like Fire Weapons or Cold Weapons. These extend their effects to group members, thus advancing the group's progress without getting in harm's way.

— When fighting in a group setting, conserve your mana for the times that you most need the Wizard's spells. If a group stumbles onto a handful of evil enemies, there is no need to unleash multiple spells when odds are the Barbarian or Cleric can clear them out. In this case, stand clear or lend a hand with your weapon without getting yourself into the midst of a major battle. If nothing else, help the group with a Root spell or a storm attack. Reserve your spells for the times when the group has more then it can handle or when the Wizard is being attacked.

— Fighting larger creatures and Boss-type enemies is the Wizard's time to shine in group play. His mighty fire spells are devastating and can do wonders if the Wizard can cast them safely from a distance while the melee fighters take the brunt of the punishment. It is during this time that the weapon enhancements also come in handy.

Skill Recommendations

The Wizard primarily causes damage by the use of magical spells. He does well with his melee weapons, but the Wizard is a Spell Caster. This means that the Wizard is stacked with available spells to cause a great deal of damage. Bolts of shocking energy, storms of ice and cold, and a stream of blistering flames are some of the spells at the Wizard's command.

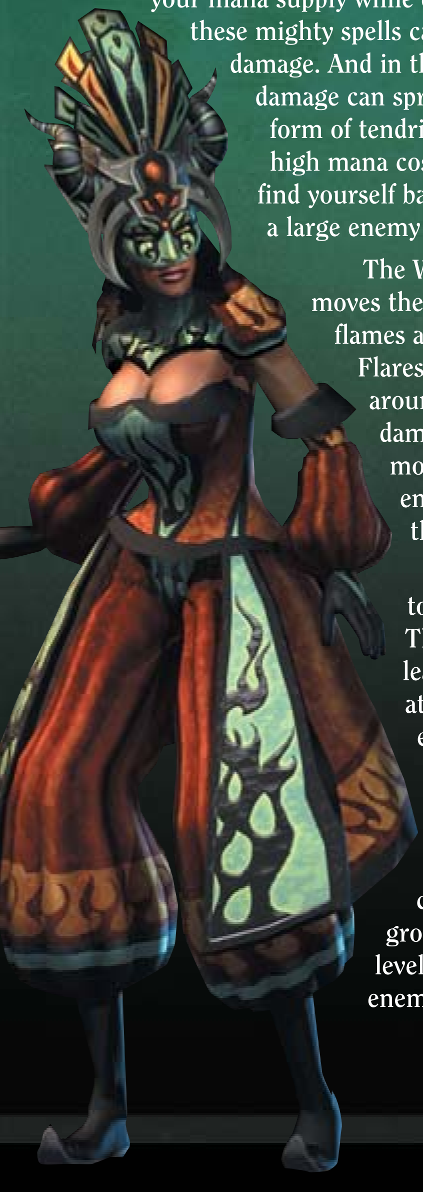
With so many magical spells at his fingertips and so little Skill Points to spend, it is difficult to choose which spells to acquire, which to level up, and which to leave alone. To help you with these important decisions, we have come up with some recommendations for you.

The Wizard's first available spells are the Shock of Frost and Bolt of Shock. Both of these moves become the staples for young Wizards as they explore Norrath. These also become great learning tools for how to approach enemies with the use of magical ranged spells. The Shock of Frost fires an icy bolt at enemies, slowing them with cold damage. This is best employed early to face multiple enemies; fire once to slow them, then follow with melee attacks one at a time, retreating from other approaching enemies to start the process over. When dealing with one enemy at a time, cast a Bolt of Shock. It causes a little more damage than the Bolt of Frost, but does not slow the enemy. At higher levels, both of these moves offer the added bonus of damaging enemies who are near the target. Throughout the game, these bolts will prove to be useful time and again. Level these as you see fit.

Shock of Fire is similar to the aforementioned projectile spells, but is not available until level 15. This is a much more damaging spell, but its effects on other enemies after the initial blast are not as damaging as the two bolts. However, once it becomes available, the Shock of Fire will prove to be one of the Wizard's most effective spells for causing a great deal of direct damage.

While not available right away, the Fire Storm and Cold Storm are another damaging set of spells. One rains icy shards on all enemies beneath it, while the other engulfs a target in a wall of flames, also damaging all that come near. If you find that an enemy or multiple enemies are charging at you, unleash one of these spells to create a wall of damage between you and your enemy. This will cause destruction while giving you a moment to either run to create distance, or to take advantage of an already suffering enemy with your melee weapon.

Constant spells are unique to the Wizard and come in the form of three different varieties: Wizard Beam, Cone of Frost, and Cone of Fire. These spells will cast for as long as you hold the Activate button or until your mana is depleted. Because of the threat of depleting your mana too quickly, pay close attention to your mana supply while executing these spells. All three of these mighty spells can cause a hefty amount of damage. And in the case of the Wizard Beam, the damage can spread from enemy to enemy in the form of tendrils. Use these sparingly due to the high mana cost and unleash them when you find yourself backed into a corner, or when facing a large enemy you need to vanquish in a hurry.



The Wizard also has in his repertoire of moves the ability to cast a mock-shield of flames around himself with the Fire Flares. This move sends flames circling around the Spell Caster, inflicting damage to anything it touches. This is most helpful at later levels when enemies are more avid in pursuing the vulnerable Wizard.

One of the more useful moves to the Wizard is the ability to Root. This spell brings enemies to a halt, leaving them vulnerable to ranged attacks, or providing a window of escape for the Wizard. At later levels, this move can also be cast repeatedly to immobilize more than one enemy at a time. This is not only useful in a solo career, but is effective during group play. It is worth the points to level this move so that more than one enemy can be rooted at a time.

Another set of spells that become useful in group play are the Wizard's weapon-enhancing spells: Cold Weapons, Lightning Weapons, and Fire Weapons. All of these are great for the times the Wizard must use melee to survive, and when assisting your group in troubled situations by providing a damage boost to normal melee attacks. These do not extend to teammates until leveled up to skill level 6, so it may be worth only leveling up one of the three to avoid wasting points. The Fire Weapons will provide the most damage, but they are not available until level 20.

Concentration and Endurance are both useful to the Wizard. Concentration is vital because it increases the rate at which mana regenerates, a skill that not only helps with available mana, but also does not require mana to initiate. Also, if you find that you are constantly encumbered, the Endurance skill is useful by increasing the amount of weight your Wizard can carry. With a low starting Strength, this may be the only means possible to carry more mana potions without compromising the amount of loot you can carry.

These are suggestions, and it is up to you to decide what works best for you and your character. Good luck!

Skill Tree

Access the Skill Tree by clicking on the Special Abilities tab of the Character Detail Screens (SELECT).





Blunt Weapons

Prerequisite: None

Details: Certain weapons require a high Blunt skill to wield.

This is your skill at using blunt weapons such as hammers and maces. Placing Skill Points into this ability increases the damage dealt by blunt weapons. The damage you inflict with such weapons increases by five percent each time you invest a Skill Point, raising your character's skill rank.

This ability does not cost mana and is always in effect once acquired.

BLUNT WEAPONS

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Shock of Frost

Prerequisite: Blunt Weapons

Details: A bolt of ice is fired at enemies for cold damage. Higher rank gives more damage, and shrapnel.

The Shock of Frost spell fires an icy bolt at an enemy, causing cold damage and slowing the affected enemy. The cold damage increases with skill rank. At higher levels, the icy bolt shatters on impact, damaging nearby enemies with frozen shrapnel.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

SHOCK OF FROST

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	7	10	13	16	19	22	25	28	31	34	37	40	43	46	49	52	55	58	61	64
Damage	30-36	36-43	42-50	48-58	54-65	60-72	66-79	72-86	78-94	84-101	90-108	96-115	102-122	108-130	114-137	120-144	126-151	132-158	138-166	144-173
Number of Shrapnel	-	-	-	-	3	3	4	4	4	4	5	5	5	5	6	6	6	6	8	7
Shrapnel Damage	-	-	-	-	27-32	31-37	45-42	39-47	43-52	47-56	51-61	55-66	59-71	63-76	67-80	71-85	75-90	79-95	83-100	87-104

Frost Storm

Prerequisite: Shock of Frost

Details: This area of effect spell creates a temporary storm of frost and ice in front of the Spell Caster.

When Frost Storm is cast, a storm cloud appears and travels slowly away from your character, raining ice shards on all enemies in its path. The damage caused by the storm, the size of the cloud and its speed and duration all increase with skill level.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

FROST STORM

Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135
Damage	16-24	19-29	22-34	26-38	29-43	32-48	35-53	38-58	42-62	45-67	48-72	51-77	54-82	58-86	61-91	64-96	67-101	70-106	74-110	77-115
Radius in Feet	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8
Duration in Sec.	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8



Cold Weapons

Prerequisite: Frost Storm

Details: Gives an ice effect to your weapons. Higher levels increase damage, duration, aura size, and aura effect.

Cold Weapons gives the Wizard the ability to imbue weapons with magical cold, causing additional damage to enemies. The duration of the melee boost and the damage increase with skill rank. At higher levels, the Cold Weapons boost will be extended to nearby players in group play.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

COLD WEAPONS

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Mana Cost	137	146	155	164	173	182	191	200	209	218	227	236	245	254	263	272	281	290	299	308
Additional Cold Damage	14-17	16-19	18-22	20-24	22-26	24-29	26-31	28-34	30-36	32-38	34-41	36-43	38-46	40-48	42-50	44-53	46-55	48-58	50-60	52-62
Duration in Sec.	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45	47	49	51	53
Aura Size	-	-	-	-	-	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
Additional Cold Damage in Aura	-	-	-	-	-	25-30	26-31	27-32	28-34	29-35	30-36	31-37	32-38	33-40	34-41	35-42	36-43	37-44	38-46	39-47

Cone of Frost

Prerequisite: Cold Weapons

Details: Shoots a cone of frost from the fingertips dealing cold damage to your foes. Higher levels improve damage, cone width, and range.

The Cone of Frost ability creates a cone-shaped area of damaging frost stemming from the front of your character. This delivers constant damage to all enemies caught within its blast. The cone will continue as long as you hold the Activate button or until all your mana is gone. The amount of damage caused, length of cone, and degree of cone all increase with skill rank.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

CONE OF FROST

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
Mana Cost per Sec.	73	76	79	82	85	88	91	94	97	100	103	106	109	112	115	118	121	124	127	130
Damage	180-270	184-276	188-282	192-288	196-294	200-300	204-306	208-312	212-318	216-324	220-330	224-336	228-342	232-348	236-354	240-360	244-366	248-372	252-378	256-384
Cone Range in Feet	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Degree of Cone	1	5	9	13	17	21	25	29	33	37	41	45	49	53	57	61	65	69	73	77

Bolt of Shock

Prerequisite: Blunt Weapons

Details: Fires a bolt of electricity at creatures. At higher levels the lightning will chain to others.

The Bolt of Shock fires an orb of electrical energy at enemies, causing shock damage. The higher the skill rank, the more damage the bolt causes. At higher skill levels, the shock damage will transfer from one enemy to others nearby, causing additional damage.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

BOLT OF SHOCK

Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	7	10	13	16	19	22	25	28	31	34	37	40	43	46	49	52	55	58	61	64
Damage	46-68	51-77	57-85	62-94	68-102	74-110	79-119	85-127	90-136	96-144	102-152	107-161	113-169	118-178	124-186	130-194	135-203	141-211	146-220	152-228
Creatures Chaining	-	-	-	-	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6

Wizard Beam

Prerequisite: Bolt of Shock

Details: A beam of energy from the Spell Caster latches onto enemies. Hugher ranks bring damage and range.

The Wizard Beam emits a continuous beam of energy from your character toward an enemy, causing damage. At later levels, tendrils of energy will extend from this beam to the targeted enemy, and then to others nearby, damaging multiple enemies at a time. The Wizard Beam will last as long as the Activate button is held or until all mana is depleted. Damage, range, and number and length of tendrils increase with skill rank.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

WIZARD BEAM

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Mana Cost per Sec.	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60
Damage per Sec.	38-46	40-48	42-50	44-53	46-55	48-58	50-60	52-62	54-65	56-67	58-70	60-72	62-74	64-77	66-79	68-82	70-84	72-86	74-89	76-91
Range in Feet	6	6	7	7	7	8	8	8	9	9	9	10	10	10	11	11	11	12	12	12
Number of Tendrils	-	-	-	-	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6
Tendril Length in Feet	-	-	-	-	4	4	4	5	5	5	5	5	6	6	6	6	6	7	7	7

Lightning Weapons

Prerequisite: Wizard Beam

Details: Imbues your weapons with an electrical charge. Higher levels increase damage, duration, aura size, and aura effect.

Lightning Weapons gives the Wizard the ability to imbue weapons with magical lightning, causing additional damage to enemies. The duration of the melee boost and the damage increase with skill rank. At higher levels, the Lightning Weapons boost will extend to nearby players in group play.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

LIGHTNING WEAPONS

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Mana Cost	102	111	120	129	138	147	156	165	174	183	192	201	210	219	228	237	246	255	264	273
Additional Lightning Damage	6-7	8-10	10-12	12-14	14-17	16-19	18-22	20-24	22-26	24-29	26-31	28-34	30-36	32-38	34-41	36-43	38-46	40-48	42-50	44-53
Duration in Sec.	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45	47	49	51	53
Aura Size	-	-	-	-	-	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Additional Lightning Damage in Aura	-	-	-	-	-	21-25	22-26	23-28	24-29	25-30	26-31	27-32	28-34	29-35	30-36	31-37	32-38	33-40	34-41	35-42

Root

Prerequisite: Lightning Weapons

Details: Halts enemies where they stand when successful. Higher levels increase how many are affected, the duration of the spell, and success percentage.

Root will immobilize enemies for a short period, rooting them to the ground and bringing them to a halt. The duration of the root, as well as the number of creatures that can be rooted at a time, increases with skill rank. The chance of a creature breaking free from the root prematurely also increases at higher skill ranks. Multiple casts will be needed to root more than one enemy at a time.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

ROOT

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42
Mana Cost	88	92	96	100	104	108	112	116	120	124	128	132	136	140	144	148	152	156	160	164
Number of Enemies	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7
Duration in Sec.	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	11	11	11
Chance of Success	50%	52%	54%	56%	58%	60%	62%	64%	66%	68%	70%	72%	74%	76%	78%	80%	82%	84%	86%	88%

Shock of Fire

Prerequisite: Frost Storm or Wizard Beam

Details: Hurls an explosive ball of fire at enemies. Higher levels boost damage, and add area damage to resulting explosions.

When cast, the Shock of Fire propels a fiery bolt from the Wizard toward the enemy, causing damage. Damage increases along with skill rank. At higher skill levels, the fiery bolt will explode on contact, engulfing nearby enemies in flames, causing additional damage. The radius of this blast also increases with skill rank.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

SHOCK OF FIRE

Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	81	86	91	96	101	106	111	116	121	126	131	136	141	146	151	156	161	166	171	176
Damage	130-194	136-204	142-214	149-223	155-233	162-242	168-252	174-262	181-271	187-281	194-290	200-300	206-310	213-319	219-329	226-338	232-348	238-358	245-367	251-377
Area Damage	-	-	-	-	36-54	38-56	39-59	41-61	42-64	44-66	46-68	47-71	49-73	50-76	52-78	54-80	55-83	57-85	58-88	60-90
Radius	-	-	-	-	2	3	5	6	7	8	10	11	12	14	15	16	18	19	20	21

Fire Flares

Prerequisite: Shock of Fire

Details: Creates flares which orbit the Spell Caster. Higher levels give more flares, impact damage, and area of effect damage.

A number of flames circle the Wizard when Fire Flares is cast. Each flame can impact an enemy within range, causing damage. This becomes like a protective shield encircling the Wizard, damaging any creature that gets close. Along with skill rank, the number of flares, their duration, and the damage they cause all increase. At higher levels the flares will explode on impact, causing damage to other enemies within the affected radius.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

FIRE FLARES

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37
Mana Cost	122	128	134	140	146	152	158	164	170	176	182	188	194	200	206	212	218	224	230	236
Damage	86-103	90-108	94-113	98-118	102-122	106-127	110-132	114-137	118-142	122-146	126-151	130-156	134-161	138-166	142-170	146-175	150-180	154-185	158-190	162-194
Area Effect Damage	-	-	-	-	-	-	32-38	33-40	34-41	35-42	36-43	37-44	38-46	39-47	40-48	41-49	42-50	43-52	44-53	45-54
Number of Flares	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7
Flares' Lifetime in Sec.	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27

Fire Weapons

Prerequisite: Fire Flares

Details: Adds a flame effect to your weapons. Higher levels increase damage, duration, aura size, and aura effect.

Fire Weapons give the Wizard the ability to imbue weapons with magical fire, causing additional damage to enemies. The duration of the melee boost and the damage increase with skill rank. At higher levels, the Fire Weapons boost will be extended to nearby players in group play.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

FIRE WEAPONS

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Mana Cost	195	205	215	225	235	245	255	265	275	285	295	305	315	325	335	345	355	365	375	385
Additional Fire Damage	21-25	23-28	25-30	27-32	29-35	31-37	33-40	35-42	37-44	39-47	41-49	43-52	45-54	47-56	49-59	51-61	53-64	55-66	57-68	59-71
Duration in Sec.	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45	47	49	51	53
Aura Size	-	-	-	-	-	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7
Additional Fire Damage in Aura	-	-	-	-	-	15-18	16-19	17-20	18-22	19-23	20-24	21-25	22-26	23-28	24-29	25-30	26-31	27-32	28-34	29-35

Fire Storm

Prerequisite: Shock of Fire

Details: A storm of fire sets the enemies within it alight. At higher levels the damage, radius, and duration increase.

The Fire Storm is a spell that unleashes a fiery storm around a creature, causing damage to the creature and anyone nearby. Higher skill ranks increase the damage caused, the storm's duration, and the size of the area the storm affects.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

FIRE STORM

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Mana Cost	120	126	132	138	144	150	156	162	168	174	180	186	192	198	204	210	216	222	228	234
Damage	78-94	83-100	88-106	93-112	98-118	103-124	108-130	113-136	118-142	123-148	128-154	133-160	138-166	143-172	148-178	153-184	158-190	163-196	168-202	173-208
Radius	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8
Duration	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8

Cone of Fire

Prerequisite: Fire Storm

Details: Fires a cone of flame in front of the Spell Caster. Higher rank gives more damage and a larger cone.

The Cone of Fire ability creates a cone-shaped area of damaging flame stemming from the front of your character. This creates constant damage to all enemies caught within its blast. The cone continues as long as you hold the Activate button, or until your mana is gone. The amount of damage caused, length of cone, and degree of cone all increase with skill rank.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

CONE OF FIRE

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
Mana Cost per Sec.	84	86	88	90	92	94	96	98	100	102	104	106	108	110	112	114	116	118	120	122
Damage	275-330	280-336	285-342	290-348	295-354	300-360	305-366	310-372	315-378	320-384	325-390	330-396	335-402	340-408	345-414	350-420	355-426	360-432	365-438	370-444
Degree of Cone	30	30	30	31	31	31	31	31	32	32	32	32	32	33	33	33	33	33	34	34

Bind Wound

Prerequisite: Blunt Weapons

Details: This skill increases your health regeneration rate.

Placing Skill Points into Bind Wound increases the rate at which your character's health regenerates. The regeneration rate increases with skill rank.

This ability does not cost mana and is always in effect once acquired.

BIND WOUND

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Health Regeneration Rate	120%	130%	140%	150%	160%	170%	180%	190%	200%	210%	220%	230%	240%	250%	260%	270%	280%	290%	300%	310%

Endurance

Prerequisite: Bind Wound

Details: Increases your carrying capacity. Placing Skill Points into Endurance will increase the amount in pounds your character can carry. As your skill rank increases, so does the amount of weight you can carry.

This ability does not cost mana and is always in effect once acquired.



ENDURANCE																				
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Carrying Increase (lbs)	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300

Concentration

Prerequisite: Endurance

Details: This skill increases your mana regeneration rate.

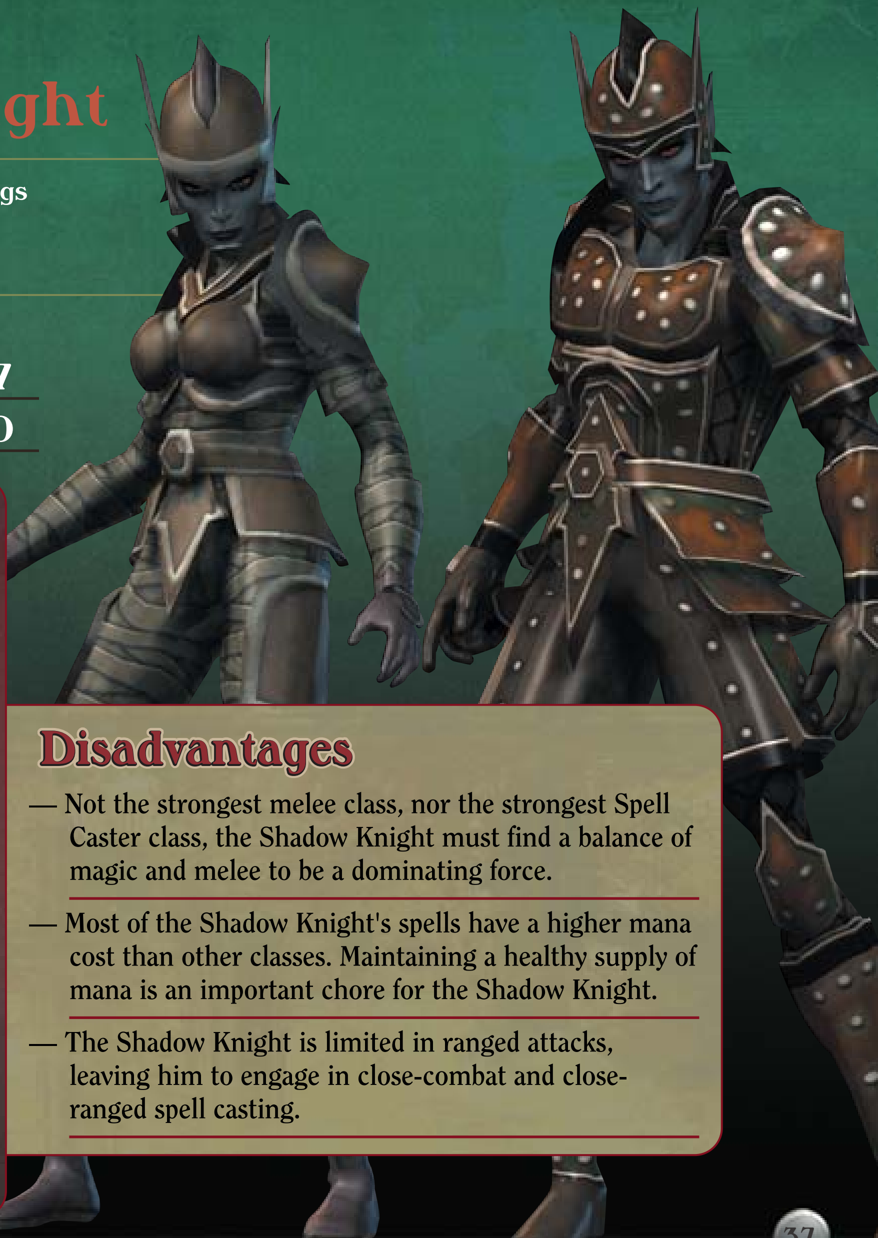
Placing points into Concentration increases the natural rate at which your mana regenerates. The higher the skill rank, the faster the rate of regeneration.

This ability does not cost mana and is always in effect once acquired.

CONCENTRATION																				
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Mana Regeneration Rate	135%	150%	165%	180%	195%	210%	225%	240%	255%	270%	285%	300%	315%	330%	345%	360%	375%	390%	405%	420%

Dark Elf Shadow Knight

Strong and cunning, the Dark Elf Shadow Knight brings combat prowess and skill with dark magic together in a powerful combination.



BEGINNING STATS

Strength	28	Dexterity	27
Intelligence	30	Stamina	30

Advantages

— Primarily a melee class, the Shadow Knight is capable of causing great damage in close combat with an assortment of supplemental disease and pet spells.

— The Shadow Knight can summon an undead minion to fight on his behalf with the Summon Skeleton spell. At higher skill levels, this Skeleton has a higher chance of appearing with a weapon in hand.

— Possesses many disease-based spells ideal for weakening enemies. These include Engulfing Darkness, Disease Trail, and Disease Bolt.

— The Shadow Knight possesses one of the single most deadly moves in the game, the Harm Touch. At beginning levels, this move can cause a minimum of 336 points of damage, and at higher levels can cause up to 778 points of damage in a single cast.

Disadvantages

— Not the strongest melee class, nor the strongest Spell Caster class, the Shadow Knight must find a balance of magic and melee to be a dominating force.

— Most of the Shadow Knight's spells have a higher mana cost than other classes. Maintaining a healthy supply of mana is an important chore for the Shadow Knight.

— The Shadow Knight is limited in ranged attacks, leaving him to engage in close-combat and close-ranged spell casting.

Character Analysis

The Shadow Knight plays on the darker side of the fence, using disease spells to weaken enemies, then closing in for the kill with deadly precision from melee attacks. Able to use most weapon types, this dark elf is a proficient fighter and becomes even more dastardly when evoking Skeleton minions to fight on his behalf. If the Shadow Knight cannot overpower enemies with sheer strength and might, he will step back and cast a disease upon the enemies, weakening them to the point of near death, then return for the kill. When the enemies have fallen, this master of dark arts will then attempt to steal the dissipating life force from the fallen with Life Tap, restoring life, mana, or experience to himself. These traits are unique to this class, as no one else would dare meddle in his methods of combat.

The Shadow Knight will require a player to find a balance between melee and magic, a combination that comes easily to the class. When attacking enemies, start with a ranged spell that begins to weaken your foes, a specialty of the Shadow Knight. These moves include Disease Bolt and Engulfing Darkness. Disease Bolt infects an enemy with a life-draining disease, while Engulfing Darkness confuses a foe with a shroud of damaging darkness. When you have weakened your attackers, close in with a melee attack from any weapon the Shadow Knight fancies.

Unlike other classes, the Shadow Knight has the ability to steal life from fallen enemies with the use of Life Tap. Another class-specific spell at the Shadow Knight's disposal is the Summon Skeleton, enabling him to call up a Skeleton to fight at his side. Both of these moves add to the effectiveness of the Shadow Knight's spells and aid in the destruction of enemies.

Whether called upon to fight up close or to slowly maim an enemy, the Shadow Knight has both the abilities and disturbing behavior to do both. These spells and effective combat abilities make the class a blast to play without fear of constantly dying. Keep a steady supply of health and mana potions handy. The Shadow Knight's spells are deadly at best, but require a significant amount of mana to cast. For this reason, equal shares of ability points should go into Intelligence and Strength. This will keep up the available amount of mana while still boosting your Shadow Knight's melee damage.

The Shadow Knight will find himself constantly in the trenches fighting weakened and diseased enemies. Keeping up on current leveled armor and weaponry will be important, for as the enemies become harder to kill, they also begin to deal more damage. Visit the shops and check every breakable object for these items. With a fully equipped Shadow Knight and a full supply of health and mana, there is nothing that can stall this master of dark spells.

Know Your Role

Solo

— Due to his proficiencies in multiple facets of combat, the Dark Elf Shadow Knight should have Attribute Points placed into Intelligence to ensure that mana is always available, and Strength to keep up the hard-hitting melee attacks. Placing the occasional points in Stamina will help with the Shadow Knight's amount of health.

— Able to fight with both magic and melee, the Shadow Knight should be played keeping both forms of attack in mind. As you approach an enemy, cast a move like Disease Bolt which will damage and disease your target. Follow the spell with melee and attack the now weakened enemy.

— With the ability to summon a Skeleton, there is never a need to truly solo. Summon a "pet" to help destroy enemies as you travel throughout the lands. The summoned Skeleton will draw an enemy's attention long enough to cast a damaging spell before committing to melee attacks.

— Use Engulfing Darkness when dealing with multiple enemies. This will give an area of effect at higher levels and may leave enemies confused. You can also cast this move from a distance, allowing the effects to set in before entering close combat.

— Disease Trail is a good move for bailing you out of surrounding trouble. This move will help you escape the ensuing danger, leaving behind a diseased cloud that damages enemies who give chase.

— The Shadow Knight is not able to fight as proficiently as other melee classes like the Barbarian and Cleric. Keep this in mind when engaging in combat. Use your weakening spells beforehand to ensure you do not become overwhelmed or forced to run. Play smart and the Shadow Knight will always prevail.

Group

— Groups will look for the Shadow Knight's weakening spells such as the Disease Bolt, Disease Trail, and Engulfing Darkness. Cast these when the group faces multiple enemies as these can all have lasting effects on enemies, weakening them for the tanks.

— As when soloing, cast Disease Shield on yourself as you enter melee. This will damage all enemies who attempt to hit or approach you, while your allies beat on them, increasing the amount of damage taken by enemies.

— With multiple characters killing enemies, sneak in your Life Tap each time one falls. While this only benefits the Shadow Knight, there is no reason to let the dying enemies go to waste.



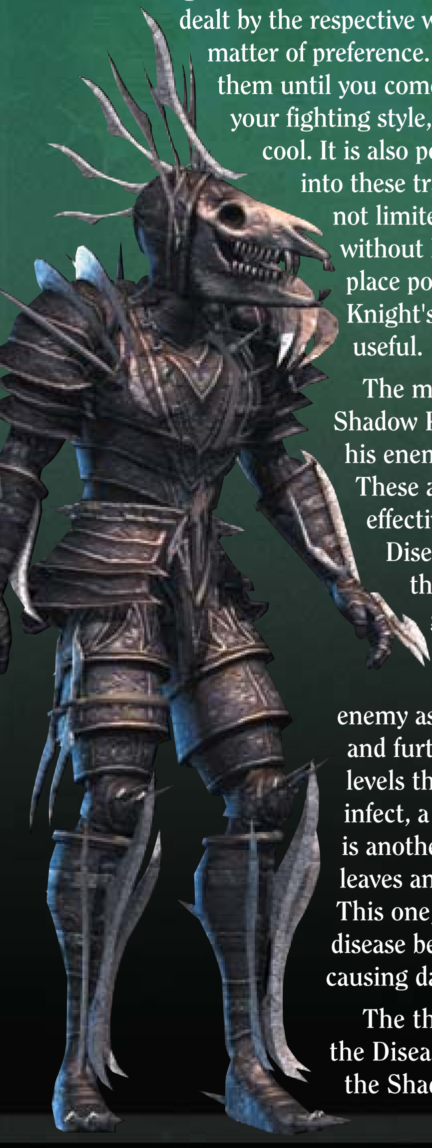
— If there are multiple tank classes in your group, stay back and lend your help in the form of your weakening spells. However, should it be needed, do your part in melee and look for health boosts from the Ranger and Cleric. The Shadow Knight can easily play to the needs of the group and should always do so.

— Unleash Harm Touch on larger enemies or when a fellow teammate is in dire trouble. This delivers a large amount of damage quickly and can be a lifesaver to a teammate suffering at the hands of an enemy.

Skill Recommendations

The Shadow Knight has many spells at his disposal, including life-draining spells and a summoning spell. It can be tricky to decipher which are helpful and which are a waste of mana. The following are our thoughts on the deadly and dark spells of the Shadow Knight.

All weapon types are available to the Shadow Knight, so the first decision will be which to put Skill Points into, Blunt Weapons or Slashing. Both of these abilities increase the amount of damage dealt by the respective weapon type. This becomes a matter of preference. Refrain from placing points into them until you come across a weapon type that suits your fighting style, or a weapon you think looks cool. It is also possible to place no points at all into these traits so that the Shadow Knight is not limited in one type of weaponry without losing boosted damage. Instead, place points into one of the Shadow Knight's moves that you find most useful.



The main area of expertise for the Shadow Knight is the ability to disease his enemies, slowly depleting their life. These are the most often used and effective of the available spells. The Disease Bolt becomes available to the Shadow Knight early in the game and will prove to be one of the most useful throughout. This move causes damage to an enemy as well as leaving them diseased, and furthering the damage. At later levels this spell will seek out enemies to infect, a great bonus. The Disease Trail is another of the ghastly spells that leaves an enemy sick with the cooties. This one, however, leaves a cloud of disease behind the Shadow Knight, causing damage to any pursuers.

The third spell in the disease line is the Disease Shield, proof that not all of the Shadow Knight's spells are aggressive. Protecting the dark elf with a cloud of infectious fumes, the Disease Shield causes damage to any enemy that nears the Shadow Knight and steps into the Shield's effect radius. Cast this as you enter melee combat to affect all enemies who engage in combat with you. Placing more Skill Points into this move will increase the damage and radius in which it affects enemies. Riposte is a spell that also is meant to protect the Shadow Knight. This skill redirects damage taken back at the attacker. An eye for an eye.

Engulfing Darkness is another spell that proves helpful toward weakening your enemies and in deflecting multiple approaching enemies. As you near a group of would-be attackers, cast this dark cloud of damage in their direction. The targeted enemy will be blanketed in a shroud of darkness, damaging and possibly confusing him and others nearby. Entering a melee battle with an already weakened horde of baddies will then be a piece of cake.

One of the most deadly moves in *Champions of Norrath*, Harm Touch can only be cast once every few seconds because it causes a great deal of damage to those on the receiving end. Though this move is not available to the Shadow Knight until level 25, it quickly becomes one of the best ways to follow up a disease spell. When an enemy is weakened, Harm Touch will cripple whatever is left of the diseased enemy. Keep this move leveled up at high levels, but beware the high mana cost. Reserve this spell for the enemies that give you the most trouble.

As if sickening enemies weren't enough, the Shadow Knight also has the ability to steal whatever life force they have remaining when they fall. This is through the use of Life Tap. When an enemy falls, press the Block button for a chance to siphon life, mana, or experience from the fallen corpse. The Life Tap can give you free life, which is never a bad thing. The higher up you level this move, the better your chances of siphoning life from your enemies.

Summon Skeleton and Convert Undead are both spells that turn an otherwise hostile Skeleton into a friend. The Summon Skeleton allows the player to summon a Skeleton from the ground to fight on his behalf. It will remain at your side until killed, and at higher levels will have a better chance of appearing armed with a weapon. Convert Undead turns Undead into friends of the Shadow Knight, dissuading them from attacking you. Both of these spells are useful, but leveling up the Convert Undead may be wasteful, for not all enemies in the game are living dead.

Finally, Bind Wound, which increases the regeneration rate of health, and Endurance, which increases the weight you can carry, are in the Shadow Knight's bag of tricks. Invest in Bind Wound, because a majority of the Shadow Knight's fighting will take place at close combat. Investing in Endurance, however, is preferable for this player; if you are constantly bogged down by loot, increase your weight-bearing abilities or make more frequent runs to the shop to sell your stored items.

These are just suggestions, and it is up to you to decide what works best for you and your character. Good luck!

Skill Tree

The Skill Tree can be accessed by clicking on the Special Abilities tab of the Character Detail Screens (SELECT).





Blunt Weapons

Prerequisite: None

Details: Certain weapons require a high Blunt skill to wield.

This is your skill at using blunt weapons such as hammers, maces, and staffs. Placing Skill Points into this ability increases the damage dealt by blunt weapons. The damage you inflict with such weapons increases by five percent each time a Skill Point is invested, raising your character's skill rank.

This ability does not cost mana and is always in effect once acquired.

BLUNT WEAPONS

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Disease Bolt

Prerequisite: Blunt Weapons

Details: Fires a bolt of disease at a target. At higher levels the bolt does more damage and tracks its target.

Disease Bolt is a bolt of contagious disease fired at an enemy, causing damage and lingering disease that will continue to hurt the target. The initial damage and lingering damage from disease increases with skill rank. At later levels, the Disease Bolt tracks enemies.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

DISEASE BOLT

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Mana Cost	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45	47
Damage	23-28	27-32	31-37	35-42	39-47	43-52	47-56	51-61	55-66	59-71	63-76	67-80	71-85	75-90	79-95	83-100	87-104	91-109	95-114	99-119
Degree of Tracking	-	-	-	-	1	1	2	2	2	3	3	3	4	4	4	5	5	6	6	6

Disease Trail

Prerequisite: Disease Bolt

Details: A stream of diseased cloud is left behind the Spell Caster. As levels increase, so do damage and duration.

Disease Trail creates a cloud of deadly vapors behind the Shadow Knight, causing damage to enemies who come in contact with the cloud. They will continue to take damage for as long as they are in contact with the diseased cloud. The duration of the cloud and the damage it inflicts increase with skill rank.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

DISEASE TRAIL

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Mana Cost	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Damage per Sec.	10-12	12-14	14-17	16-19	18-22	20-24	22-26	24-29	26-31	28-34	30-36	32-28	34-41	36-43	38-46	40-48	42-50	44-53	46-55	48-58
Duration in Sec.	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9

Disease Shield

Prerequisite: Disease Trail

Details: A disease cloud which follows the character. At higher levels the damage, radius, and duration go up.

The Disease Shield causes a cloud of infectious fumes to linger around your character, causing damage to any enemy that steps into its area of effect. The cloud remains around the character until the end of its duration. The duration, damage caused, and area of effect radius all increase with skill rank.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

DISEASE SHIELD

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Mana Cost	43	47	51	55	59	63	67	71	75	79	83	87	91	95	99	103	107	111	115	119
Damage per Sec.	20-24	22-26	24-29	26-31	28-34	30-36	32-38	34-41	36-43	38-46	40-48	42-50	44-53	46-55	48-58	50-60	52-62	54-65	56-67	58-70
Radius in Feet	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7
Duration in Sec.	5	5	5	6	6	6	6	7	7	7	7	8	8	8	8	9	9	9	9	10

Shield Bash

Prerequisite: Disease Shield

Details: A rushing attack that requires a shield. Delivers high damage and a chance of stunning enemies.

The Shield Bash is a charging attack that uses a shield to damage and possibly stun enemies. The amount of damage from the bash increases with each skill rank. In addition, the chance of stunning an enemy and the duration of the stun increase as more Skill Points are placed into the ability. At higher skill ranks, the amount of enemies bashed in a single attack also increases.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

SHIELD BASH

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Mana Cost	16	19	22	25	28	31	34	37	40	43	46	49	52	55	58	61	64	67	70	73
Damage	40-60	48-72	56-84	64-96	72-108	80-120	88-132	96-144	104-156	112-168	120-180	128-192	136-204	144-216	152-228	160-240	168-252	176-264	184-276	192-288
Chance of Stun	20%	22%	24%	26%	28%	30%	32%	34%	36%	38%	40%	42%	44%	46%	48%	50%	52%	54%	56%	58%
Number of Enemies	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6
Duration of Stun in Sec.	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14

Harm Touch

Prerequisite: Shield Bash or Convert Undead

Details: Massive boost in damage to melee attacks.

Harm Touch is a melee attack that causes great damage to an enemy on the receiving end. Once this ability is used, the Spell Caster must wait a duration of time before using it again. As skill rank increases, the damage caused increases, as does the time between casts.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

HARM TOUCH

Required Level	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	210	218	226	234	242	250	258	266	274	282	290	298	306	314	322	330	338	346	354	362
Damage	336-504	346-518	355-533	365-547	374-562	384-576	294-590	403-605	413-619	422-634	432-648	442-662	451-677	461-691	470-706	480-720	490-734	499-749	509-763	518-778
Recast Time	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	11	11	11

Slashing

Prerequisite: None

Details: Certain weapons require a high Slashing skill to wield.

This is your skill at using slashing weapons, such as swords and axes. Placing Skill Points into this ability increases the damage dealt by slashing weapons. The damage you inflict with such weapons increases by five percent each time a Skill Point is invested, raising your character's skill rank.

This ability does not cost mana and is always in effect once acquired.

SLASHING																				
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Life Tap

Prerequisite: Slashing

Details: Enables you to convert a foe's essence into mana or health. Hold down the Block button after slaying an enemy to retrieve your bounty.

Life Tap gives the Shadow Knight a chance to steal the dissipating life energy of his defeated enemies. To use this feature, press the Block button after killing an enemy. Stolen life energy will boost your character's own health, mana, or even experience. As skill rank increases, the chance of a successful tap and the amount of benefit both increase.

This ability does not cost mana and is always in effect once acquired.

LIFE TAP																				
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Chance of Essence Leaving Monster	10%	11%	11%	12%	13%	14%	14%	15%	16%	17%	17%	18%	19%	20%	20%	21%	22%	23%	23%	24%
Units Received	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110

Engulfing Darkness

Prerequisite: Life Tap

Details: Creates a cloud of darkness that confuses and harms enemies. Higher levels increase damage and confusion.

Engulfing Darkness swallows an enemy in a clinging cloud of damaging darkness that can also cause confusion and will continue to cause lingering damage to the target. At higher skill levels, the chance of confusion, the length of confusion, and the initial damage and duration of the cloud all increase.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

ENGULFING DARKNESS																				
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Mana Cost	33	37	41	45	49	53	57	61	65	69	73	77	81	85	89	93	97	101	105	109
Area Damage	16-24	18-28	21-31	23-35	26-38	28-42	30-46	33-49	35-53	38-56	40-60	42-64	45-67	47-71	50-74	52-78	54-82	57-85	59-89	62-92
Chance of Confusion	50%	52%	54%	56%	58%	60%	62%	64%	66%	68%	70%	72%	74%	76%	78%	80%	82%	84%	86%	88%
Duration of Confusion in Sec.	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11

Summon Skeleton

Prerequisite: Engulfing Darkness

Details: Raises a Skeleton warrior with a weapon from the ground to assist the Spell Caster in battle. At higher levels the Skeleton may gain a magic weapon.

Summon Skeleton produces a Skeleton warrior with a weapon from the ground who fights on behalf of the Shadow Knight until the enemy is killed. The higher the skill rank in Summon Skeleton, the more powerful the summoned Skeleton will be. Also, at higher levels the Skeleton has a greater chance of appearing with a magic weapon.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

SUMMON SKELETON																				
Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Mana Cost	81	86	91	96	101	106	111	116	121	126	131	136	141	146	151	156	161	166	171	176
Level of Skeleton	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
Chance of an Enchanted Weapon	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%

Convert Undead

Prerequisite: Riposte or Summon Skeleton

Details: Converts enemies into friends. Higher levels boost odds of conversion, maximum numbers of enemies affected, and duration.

Convert Enemy enables the Shadow Knight to take over enemies, causing them to be docile for the duration of the effect. Non-undead creatures, animals, and those with particularly strong wills are not affected by the conversion. As skill rank rises, the duration of the spell and the amount of enemies able to be converted at one time both increase.

To execute this move, it must be assigned to a Quick Ability button and requires mana.

CONVERT UNDEAD

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Mana Cost	104	109	114	119	124	129	134	139	144	149	154	159	164	169	174	179	184	189	194	199
Number of Enemies	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5
Duration in Sec.	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Chance of Conversion	40%	42%	44%	46%	48%	50%	52%	54%	56%	58%	60%	62%	64%	66%	68%	70%	72%	74%	76%	78%

Bind Wound

Prerequisite: Blunt Weapons or Slashing

Details: This skill increases your health regeneration rate.

Placing Skill Points into Bind Wound increases the rate at which your character's health regenerates. The regeneration rate increases with skill rank.

This ability does not cost mana and is always in effect once acquired.

BIND WOUND

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Health Regeneration Rate	120%	130%	140%	150%	160%	170%	180%	190%	200%	210%	220%	230%	240%	250%	260%	270%	280%	290%	300%	310%

Endurance

Prerequisite: Bind Wound or Life Tap

Details: This feat increases your carrying capacity.

Placing Skill Points into Endurance will increase the amount in pounds that your character can carry. As your skill rank increases, so does the amount of weight you can carry.

This ability does not cost mana and is always in effect once acquired.

ENDURANCE

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Carrying Increase (lbs)	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300

Riposte

Prerequisite: Endurance

Details: A creature striking the player has a chance of being hit back.

Riposte grants a player a 10 percent chance of redirecting damage against himself or herself back at the enemy. The amount of damage returned rises with skill rank.

This ability does not cost mana and is always in effect once acquired.

RIPOSTE

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Amount of Damage Returned	24-29	28-34	32-38	36-43	40-48	44-53	48-58	52-62	56-67	60-72	64-77	68-82	72-86	76-91	80-96	84-101	88-106	92-110	96-115	100-120

COMBAT BASICS

There are a few things that every would-be Champion should know when going into combat. While some of these things are as simple as knowing the difference between ranged and melee attacks, others are more complicated, such as how to approach blocking enemies. The following chapter will brief you quickly about some of these terms and tactics, as well as offer you an introduction to group strategies.

Attack Types

Each character has a unique style of combat and numerous different attacks. These attacks can be broken into three basic categories: Melee, Ranged, and Thrown attacks. In many cases, as with the Wizard, most of these attacks are magical and require mana to perform them. But others are simply a matter of attacking with weapon in hand.

Melee Attacks

Melee attacks are rendered with a character's weapon and are usually at close range. All characters are capable of performing a melee attack with their available weaponry in combat, and this is done by pressing the attack button. Although all characters have melee attacks, some classes are better at it than others. For example, the Barbarian is the strongest character and therefore is the most proficient at close-combat melee attacking. The Wizard is primarily a Caster, specializing in ranged attacks with limited melee combat abilities.

When fighting an enemy, the majority of damage given and taken will be melee damage. However, certain enemies have characteristics to help defend against melee attacks such as shields, area of effect spells, or numerous friends. In these special cases, ranged attacks may be of more use because of the limited scope of melee attacks. Some characters, however, (Wizard, Ranger) have limited melee abilities and therefore must rely heavily on ranged attacks.



The Barbarian is the master of melee attacks, wielding all available weapon types.

Ranged Attacks

Ranged attacks are attacks that can be launched from a distance and usually involve a projected object. Even if only by employing a bow and arrow, all characters have ranged attacks. However, the Wizard and Ranger are the masters of this style of attack. This is mainly because of their weaker strength and inability to take damage in close-range combat, and in the Ranger's case, his impeccable accuracy with the bow.

Most ranged attacks require mana to perform and are considered special skills for which you must spend Skill Points to acquire, (this can be done in the Character Detail Screens). Ranged attacks include magical spells (which can strike your enemies from a distance), and bow and arrow attacks, both of which help you to avoid close combat melee attacks. The benefit of using these attacks goes beyond simply hitting from afar, as many of these attacks can freeze, poison, or otherwise overwhelm an enemy. Once you initiate a ranged attack, follow up with another or, alternatively, switch to a melee attack. Combining these two attack types is the key to defeating many of the monsters in *Champions of Norrath*.



You can always count on the Wizard to display some ranged magic, keeping him out of harm's way while still dealing a great amount of damage.

Thrown Attacks

In a thrown attack, you will use items found or bought in the shops, such as spears and potions, to attack from a distance. These attacks are most beneficial to the Barbarian, who lacks ranged spells and must rely upon thrown weapons and bows to attack from a distance. These can be used by most characters and are usually found in breakable objects such as barrels and crates. These items do not draw from mana in limited quantity. To execute a thrown attack, equip yourself with the desired item, and press the attack button.



All characters (except Cleric and Wizard) have the ability to throw weapons. Here the Barbarian uses a spear to attack an enemy from a distance.



General Strategies

In addition to memorizing the different types of attacks, there are a few tips and tactics which apply to all characters when fighting through the worlds of *Champions of Norrath*. These tips are generalizations, but will provide an insight on how to approach and survive encounters with enemies as well as how to interact with the environment. In the Characters section of this guide, you will find in-depth, character-specific strategies.

Allocating Ability Points

How to place allocation points at the Character selection menu may be the first and most important decision you make for your character. These points help to boost the attributes most crucial to the character of your choice. These attributes are Strength, Intelligence, Dexterity, and Stamina.

The amount of points you allocate to each of these attributes is up to you, but before you consider putting intelligence into the Barbarian, check out the Characters section of the guide to determine which attributes will be most helpful to your character. It should be obvious that Intelligence, which affects your mana, is not as important to a non-magical character like the Barbarian as would be Strength, which affects the amount of damage you can cause by melee.

The following is a quick reference illustrating the most important attributes to each character. However, it is still a good idea to read the Character section thoroughly to understand further why these attributes are particularly important to an individual character.

BARBARIAN	Strength, Stamina
RANGER	Dexterity, Strength
CLERIC	Intelligence, Strength
WIZARD	Intelligence, Stamina
SHADOW KNIGHT	Intelligence, Strength

Gate Scrolls

Gate scrolls can be found throughout the game in breakable objects, or you may purchase them in the various shops. These scrolls allow you to warp from your current location to the nearest shop, then back to your immediate, former location. These become handy when returning to purchase more supplies, and more importantly, to sell off loot.

Collect all the loot you come across, and once encumbered, use a gate scroll to return to a shop and sell off your hard-earned items. While visiting the shops, you can also restock on much needed potions, armor, and weaponry. Keep well-stocked in gate scrolls, too. These are cheap to purchase, and often pay for themselves with the first item you sell.

Run

There will often be times when you find yourself surrounded by the enemy, being pummeled from all sides. This is not a good situation for any character, regardless of class. Should this happen, don't be afraid, or too proud, to run. Let the enemies chase you for a while as you retreat back to an already cleared portion of the map. *Do not* run into an area that you have not already explored. This will only steer you into more enemies, and consequently more problems.

A group of enemies will eventually stop their pursuit, allowing you to regroup, heal up, and reevaluate the scene. This method of retreating and living to fight another day is especially important to the Wizard, as he does not have the strength to fight off many enemies with melee abilities alone. Many characters have spells and attacks to assist them in these situations, but when conserving potions or mana is crucial, you can always run.

Keep the Fight in Front of You

To avoid the previously mentioned situations in which your character finds him or herself surrounded by enemies and is forced to run, keep the fight in front of you. Allow your enemies to come to you in corridors and narrow passages, where they will have to line up to attack you and will be unable to encircle you. This will keep the fight in front of your character where melee attacks and spells are most effective, and will prevent all of the enemies from hitting you at once.

You can also avoid being surrounded in a large area by making large circles around enemies to keep them from getting behind you. Once you face an enemy, attack with whatever means necessary, then retreat back, again circling to keep your foe or foes in front of you. Whatever your method, try to keep enemies from swarming around you and attacking at the same time. Again, if all else fails, run.

Attack the Spell Caster First

Many times throughout your journey you will come across a group of enemies, which once killed, will come back to life to attack you again. This is because a Spell Caster is nearby, reviving their fallen. The Spell Caster must be destroyed first before you can make any real progress. Finding the Spell Caster is easy; he's the one glowing purple. Killing the Spell Caster, however, can be a little more tricky as he will run at the first sign of trouble. In addition to resurrecting his fallen comrades, the Spell Caster will also send spells in your direction while his pals continue to beat on you. Chase down the Spell Caster and kill him first. They usually fall after just a few hits, making it then possible to kill off his cohorts.

It may be necessary to fight through the surrounding enemy to reach the Spell Caster. This is a safety precaution so the enemies you pass by in search of the Spell Caster do not

close around you and prevent your retreat. In rare cases, there may be more than one Spell Caster. Stick to the game plan and kill each Spell Caster before wasting too much time and energy on the enemies that will only be revived.

Co-Op Strategies

Fighting through the world of Norrath is a blast on its own, but add a buddy or two, or three, and you've got yourself a party. And you'll also have a whole new set of fighting tactics. Most group tactics are going to be character-specific and can be found in the Characters section of this guide. But to recap and generalize, here are some things to remember when fighting with friends.

Know Your Role

Each character has his or her own specialty when fighting in a group. The Barbarian is the tank doing most of the melee attacks. The Cleric is the healer lending support to the group and aiding in melee combat. The Wizard is the magic user, lending his magical hand with devastating long range attacks. The Ranger helps the Wizard with ranged attacks, and also plays a hand in melee when needed. Finally, the Shadow Knight is responsible for weakening the enemies one by one, and also giving aid in the melee department. Knowing your role plays a big part in group play. A Wizard who is trying to melee attack everything will do more harm to a group than good. Play to your character's strengths and the entire group will prosper.

Again, you can find character-specific strategies for group play within the Characters section of this guide.

Share

It can be easy to get caught up in snatching up gold and treasures before anyone else in the group, but doing so often leaves someone to fight on their own, or leaves a character without booty. Your first priority should be killing enemies on the screen, then moving to collect the goodies strewn about and left behind. If a character among your group gets an item he or she cannot use, pass it on to someone who can. Also, if a character like the Ranger finds Splint armor, give it to the melee fighter who needs it more until another piece of armor becomes available. Disperse the items your character finds to suit the needs and roles of other group members.

To share items with fellow teammates, the item must first be dropped from inventory so that the person who wants or needs it can pick it up.

Communicate

If you are playing multiplayer, chances are you and your friends are in the same room. Talk to each other and let others know of your intentions. This may prevent some members of the group from getting stuck in a level. For example, if two players are trying to press on and one player is trying to pick up a passed item, neither party is going to be able to move due to the limits of the screen. This scenario can sometimes trap a player against an enemy that he or she can't see, causing them great, but avoidable damage. Communicate and this should never happen.

During Internet play, you will not be able to freely communicate as you would in a room of your teammates. This is not a problem, however; just continue to play as if you were playing with your best buds and stick to the same tactics and practices that you would with them. This means continue to share and play your role to best benefit the team.

Have Fun

Champions of Norrath is a great game and more fun with multiple players. Have fun with it and don't let arguments over gold, loot, or incidental kills get you down. Play as a team and look out for each other. With that said, go out, make some friends, conquer some monsters, and have a blast!





ENEMIES

It's not easy being a Champion of Norrath. There are plenty of foes who would love nothing more than to have your bloody head on a stake decorating their cave entrance. However, as a Champion, you have lots of powerful weapons and spells at your disposal. It will take all your courage and skill to put down the evil beasts and creatures who will try to stop you.

Monster Types

Melee

Melee fighters are all about hand-to-hand combat. They want to get in close to strike fear in your heart before they put a Sword in your belly or smash a Mace over your head. If you're a melee fighter yourself, try to keep these attackers at a distance until you're ready to strike. It's hard not to take a few hits from them, and you want to avoid any unnecessary damage that might put your life in jeopardy. If, on the other hand, you're a ranged fighter, your strategy should be to stay behind some cover and fire at your far-away enemy.

Unfortunately, melee monsters rarely attack alone. Instead, they swarm and attack from all sides. Concentrate on the closest opponents first and cut through their ranks. If you become overrun, retreat to thin out your enemies.

Blocking

If you thought the melee fighters were bad, wait until you have to fight the blocking opponents. Not only do they charge in with weapons drawn like melee fighters, but they also carry a Shield for protection. You might get a shot or two in, but sooner or later they hide behind their protection and become impervious to your attacks. When this happens, stop your attack and wait for the Shield to drop. As soon as you see your opponent's hate-filled eyes, start your attack again. Moving to a different location will also make your enemy lower his defenses and provide you a new angle from which to attack.

Leaders

Leaders have a protective layer of armor on their bodies so they are able to absorb more hits than your average opponent. As you move in for the attack, they'll put up their defenses and block your shots, making them even harder to take down. Just as you would with the blocking enemies, get in a few hits until the Leaders put up their Shields. Wait for them to drop their guard or move around them to find a different angle, and attack anew. With a few hits, these enemies fall like the rest.

Ranged

Ranged fighters use arrows or other projectile weapons to hit you from afar. If you're using a ranged weapon, take cover to protect yourself, then move out to fire. However, if you're a melee fighter, you're going to have to charge in for the kill. Move in a random pattern because ranged enemies can track your movements so you run right into the path of their arrows. As you draw near them, don't be surprised if those ranged opponents try to run for it. Keep up the chase and put some metal into those cowards' backs!

Spell Casters

Spell Casters are a crafty bunch of hooligans who have nasty little tricks up their sleeves. Distinguishable by a purple glow surrounding their bodies, they should be your first target. They like to cast harmful spells on you from a distance. If the ground under your feet turns a different color, a Spell Caster is about to rain harmful elements from the sky on your head, so you'd better take a few steps forward. Worst of all, they'll resurrect those enemies you've just slain to fight you again.

As a melee fighter, rush in and dispose of them before they can cast anything. They are weak and go down quickly. Similarly, all it takes is a few shots from a ranged fighter to drop them in a hurry.

Enchanted

Enchanted enemies are some of the most dangerous opponents you will face in Norrath. Melee and ranged monsters are dangerous on their own, but if they are enhanced they will have an added damage factor on their weapon. They can have fire, lightning, disease, or poison damage added to their weapons, making them even more deadly. You can identify these enchanted monsters by the glowing aura surrounding their weapons. Try to confront these monsters first when facing a large horde. The following table shows how to tell what damage factor your enchanted enemy has by the color of the aura around its weapon.

GLOWS	ENCHANTMENT
Green	Poison
Red	Fire
White	Lightning
Yellow	Disease
Purple	Spell Caster

Monsters

NOTE For every enemy you'll have to fight in Norrath, there is an optimal battle strategy you can stage, depending on which character you use. Since every character has a unique fighting style, set of skills, and spells, each enemy description in this guide will provide a strategy for defeating opponents with both a melee approach (for those characters who fight up close) and for the ranged Champion (those who fight from a distance).

Ants




Description

Ants in Norrath are extremely large and enjoy snacking on helpless little gnomes. If you find one, there are lots more ready to attack.

Attacks

As you get close to an Ant, avoid the green spit it fires in your direction because it will hurt you. If these Ants do get close enough they will bite you with their oversized mandibles. Mixed in among the common Ants you'll occasionally find some that glow red or green. These Ants are enhanced with fire damage and poison damage. If you are bitten by either one of these Ants, you take even more damage than normal. Try to target any glowing Ant first.

The Ant population also has some even bigger Warrior Ants among its ranks. The extra large Ants look scary but die just like the others. It just might take a few more shots.

Tactics

Ants travel in groups, so be prepared to face a couple when you engage one. Melee fighters should get in close and hack away while avoiding the spit. The Ants aren't so tough and a Champion puts them down easily. A ranged fighter should keep his distance while firing shots at the Ants. Try to avoid their spit and retreat to a safer location if too many start to charge.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Ant	Average	Average	Average	Fire 30%	—	Poison Spit	Low damage poison spit attack
Warrior Ant	Average	High	Average	Fire 30%	—	—	—

Badgers




Description

Badgers are enormous beasts with razor-sharp teeth. By the time you see one it will probably be ready to sink its fangs into you.

Attacks

These big nasty things might be large and powerful, but they aren't too smart. They'll rush at you salivating to bite off a chunk of your tasty flesh. If you lose your nerve and try to run, they will chase you.

Tactics

If you have strong melee capabilities, make the Badger chase you around in a circle. Turn and face it every couple of seconds and hack at it before continuing to run in a circle again.

Range fighters should get behind an obstacle such as a rock or other debris and fire away from a safe position. When the Badger gets close, run for more cover to keep your distance. The Badger has loads of health points so you'll need to get in plenty of hits.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Badger	High	High	High	—	—	Charge	Very damaging melee attack that can knock the player down
Frost Badger	High	High	High	Cold 100%	Fire	Charge	Very damaging melee attack that can knock the player down

Beetles

Description

A Beetle is an enormous insect that even a huge can of bug spray won't kill. It can crawl on the ground or fly in the air. There are three varieties of Beetles you will encounter in this game.





Attacks

Beetles will surprise unsuspecting prey such as yourself by shooting a jet of flame in your direction. If the flame hits you, your body will ignite. To get in close, a Beetle will take flight and then swoop in for the attack. It will also use its jaws to try and take a bite out of you.

The jet of flame that a Beetle fires at you is its most powerful attack. When it starts to glow, it's about to fire. Luckily, the jet of flame is slow and you can dodge to the side to avoid it. The Beetle itself is not difficult to defeat.

Tactics

If you are a melee fighter, stand your ground and wait for the Beetle to fly at you. As soon as it comes into range, take a swing at it to knock it down where you can immediately hit it again. If you swing too late, the Beetle will hit you, forcing you to stop your attack. After you recover from being stunned, resume your attack.

If you are a ranged fighter, maintain your distance and fire a few shots until Beetle bits litter the ground. If two Beetles swarm you, take out one before you focus on the other.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Fire Beetle	Average	High	High	Fire 100%	Cold	Fire Spit Fly Charge	Very damaging attack A damaging attack delivered while flying at the target
Lava Beetle	Average	High	High	Fire 100%	Cold	Fire Spit Fly Charge	Very damaging attack A damaging attack delivered while flying at the target
Plains Beetle	Average	High	High	Fire 100%	Cold	Fire Spit Fly Charge	Very damaging attack A damaging attack delivered while flying at the target

Cloud Giant

Description



This large brute is hopping mad to find you in his domain. You may not want to fight this behemoth, but you don't have a choice.

Attacks

The Cloud Giant likes to jump around the area. When he lands you'll feel a shudder and then lose a little health. This attack is more annoying than damaging. If you get too close, the Giant has a number of attacks. The first thing he might try to do is bash you over the head with his enormous weapon. Next, he might try to kick you, which will knock you to the ground. The last attack this monster might use is his cold breath, which he shoots from his mouth to inflict frost damage.

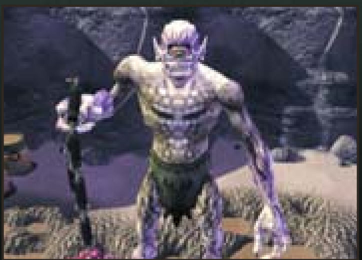
Tactics

Melee Champions should rush in toward the Cloud Giant. Run circles around him to avoid being hit and wait for him to hop. As soon as he jumps, strike him once or twice before circling him again. Keep hitting him until he crumples to the ground.

Ranged Champions have it easy. As soon as the Cloud Giant gets into view, start firing. Since he doesn't have a long range attack and moves slowly, you can stay in one place for a long time while you attack. If he gets too close, retreat to a safe distance, and repeat.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Cloud Giant	High	Average	Average	Lightning 30%	—	Earthquake Jump Kick Cold Breath	Cloud Giant jumps, injuring nearby players A damaging kick that knocks the player down Spits a cone of frost at the player

Cyclopes





Description

Cyclopes are giant creatures that have nothing but evil hate gleaming in their beady eyes. As the saying goes, the bigger they are, the harder they are to kill, and the more damage they can inflict because of their added size and power. Oh, and if you do manage to kill them, they fall pretty hard too.

Attacks

The Cyclopes might be slow giants, but they have plenty of tricks up their sleeves to make up for it. From long range they can fire green spit at you. Get in close and they will hit you with their Morningstars, inflicting damage and sending you to the dirt. Get behind them and they poison you. Finally, don't allow them to corner you or they'll hit the sand, creating dust clouds. The dust particles swirling around will continue to hurt you as long as you're trapped in the cloud.

Tactics

The Cyclops is a slow creature, making it easier to attack him. Melee fighters who run in close will run circles around him. When you get behind him, hit his back and sides before he can turn around to catch you. He pauses after he tries to swing at



you with his Morningstar, leaving you a perfect opportunity to get in devastating hits. Remember to avoid standing behind him for long or you'll be poisoned.

Ranged Champions also find that this big bruiser isn't much of a challenge. Keep your distance and hit the Cyclops with long-ranged shots. He will come after you, so be prepared to retreat. His only long range attack is spitting at you from a distance, but it flies in slowly and is easy to avoid. Keep up your attacks until he falls like a sack of potatoes.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Plains Cyclops	High	High	High	—	—	Knockdown Sand Throw Spit Gas	Damaging melee attack that knocks down the player Throws sand in player's face, stunning the player An Average damage spit attack Attacks players with gas when they are behind the Cyclops
Isle Cyclops	Very High	High	Very High	—	—	Knockdown Sand Throw Spit Gas	Damaging melee attack that knocks down the player Throws sand in player's face, stunning the player An Average damage spit attack Attacks players with gas when they are behind the Cyclops

Dark Elves





Description

The dark elves you face throughout the game aren't your nice, wise old elves. These fools are mean, nasty, and have a lot of tricks up their sleeves. Kill them quickly to avoid any unnecessary problems.

Attacks

The dark elves have a wide assortment of followers who can attack you with all kinds of weapons. There are two kinds of dark elves who can hit you from a distance. One of the ranged dark elves fires metal throwing stars, while the other prefers the bow and arrow. The dark elf Mage has a number of tricks such as casting a disease bolt, creating poisonous rain, and resurrecting fallen friends. For close combat the dark elf Warriors are the right ones for the job. Some have only one weapon but others have two.

Tactics

Melee fighters should expect to have some problems fighting the warriors. Get in close and swing away, but watch what the dual-weapon wielding ones do. They can parry your attack and swing around behind you. Try to fight these guys one-on-one without other dark elf Warriors sneaking up on you. The dark elf Mage and the dark elf Ranger like to keep their distance, so you have to bring the battle to them. As you charge, dodge incoming spells and projectiles. If you can, try to run from cover to cover to avoid taking damage.

Ranged Champions should try to target the dark elf Mages first because they can cause the most damage. Take care of the ranged dark elves next. If they spot you and fire too many projectiles your way, head for cover before continuing your attack. Dark elf Warriors should be last on your list of targets, but they are usually the first to greet you and they usually don't travel alone. Start firing as soon as they start their charge to drop as many as you can, but get ready to run to a safe location. They come in quickly so run around obstacles to create more space between you. When you reach a safe distance, you can kill those elves foolish enough to follow.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Dark Elf Mage	Low	Average	None	—	—	Disease Bolt Resurrection Poison Rain	A bolt that causes disease damage Brings fallen comrades back to life Brings down a column of poison rain on the player
Dark Elf Warrior	Average	Average	Average	—	—	—	—
Dark Elf Ranged	Low	Average	None	—	—	—	—

NOTE Dark elf Slavers are just as nasty and deadly as the normal dark elves. They can fire poison at you or have it rain down on your head, resurrect the dead, slice at you with swords, and anything else it takes to kill you. Use the same technique on them as you would against normal dark elves.



Frogloks

Description



These large, green amphibians can walk on land or swim through the water with the greatest of ease, all to put an end to your adventure.

Attacks

You may think you have enough time to prepare for these little buggers as they creep toward you, but don't let your guard down. They can hop to close the distance between the two of you in a hurry. When they get close, they'll try to jab you with their tridents. When you don't see the Froglok walking on the land, keep an eye on the water. They use this technique to swim up on you in a sneak attack.

Tactics

These Froglok creatures aren't too difficult to handle if you're prepared for them. Melee fighters should have their best weapon handy. When the creatures jump in for the attack, start swinging. If they try to approach via the water, start whacking away at them because they'll take damage even when submerged.

Ranged Champions will enjoy fighting the Froglok. Not only are they slow, but they don't have any ranged attacks to strike you from a distance. Just keep firing at them as they shamble forward. If they get too close, retreat to a safer location.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Froglok	Average	Average	Average	Disease 15%	—	—	—
Froglok Blowgun	Low	Average	Average	Disease 15%	—	—	—

Goblins

Description







Goblins are the first enemy you encounter as a Champion of Norrath. Goblins aren't difficult opponents, but don't let your guard down. They're still vile little creatures who would love to plunge a sword blade into your back. There are many different kinds of goblins: melee, ranged, Spell Casters, Leaders, Enhanced, and Shielded.

Attacks

The melee, Shielded, and Leader goblins rush at you with their weapons ready for some close combat. Ranged and spell casting goblins try to hit you from a distance.

Tactics:

The melee goblin goes down fairly easily with only a few shots, but the Shielded and Leader goblins are more challenging. They will try to block your shots so hit them at an angle or wait for them to drop their guard. Get some cover when dealing with ranged enemies until they are close enough to take out. You can identify the spell casting goblin by the purple aura surrounding its body, and by the ice spells it throws at you or tries to rain down on your head. If you must charge in for an attack, move in a random pattern to avoid incoming spells or arrows.

Ranged Champions can have a tough time with goblins. Goblins always travel in groups, so as you start to blast one there are more right behind. Even if you start to fire at them, the leader and blocking goblins can deflect your shot. The ranged goblins will try to sneak some shots in at you so find some cover to allow you to take well-placed shots. This will help you avoid absorbing unnecessary damage.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Goblin	Low	Low	Low	—	—	—	—
Goblin Leader	Very High	High	High	Disease 20%	—	—	—
Goblin Shaman	Low	Low	None	Lightning 20%	—	Frost Storm	A rain of ice brought down on the player
						Resurrection	Brings fallen comrades back to life
						Bolt of Shock	A damaging electrical bolt

Ghouls




Description

The Ghouls look like hideous Undead Skeletons hopping around. When they spot you, they bound at you like animals on the attack. And after you kill them, they writhe around on the ground in horrible death throes. If they fall to the ground and remain motionless, get ready for them to attack again because they are only playing dead.

Attack

When the Ghouls get in close, they open their mouths and give you a hurtful tongue lashing. This attack is intended to keep you at a distance while inflicting as much damage as possible. After you get past the long nasty tongue, you'll be greeted with some sharp claws trying to rip off your face.

Tactics

To conquer the Ghouls, a melee fighter should move in as close as possible. When the Ghoul attacks you with its tongue, run to its side and start counterattacking. You'll take some damage from the tongue, but if you press on, you'll get past the attack and will be able to start hitting the creature's body. Sometimes a Ghoul will circle around you, in which case you should spin in the opposite direction to catch it.

The ranged fighter should start firing as soon as the Ghouls are visible because they rush in quickly. Keep firing even when they are close enough to lick you. If you find that a lot of them are charging at once, find some cover to protect yourself.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Flesh Ghoul	Average	Average	Average	Disease 100% Poison 100% Lightning 30%	—	Tongue Lash Feign Death	A long distance attack with its tongue It fakes death and cannot be damaged while in this state
Night Ghoul	Average	Average	Average	Disease 100% Poison 100% Lightning 30%	—	Tongue Lash Feign Death	A long distance attack with its tongue It fakes death and cannot be damaged while in this state

Khathuun Beasts

Description



Pink, mean, and ugly, these creatures look like they're from another planet. Whatever these nasty little buggers are doing in the tunnels can't be good. As a Champion of Norrath it is your duty to slay them all until the waters run pink with their foul blood.

Attacks

When you're spotted by a Khathuun Beast, it rears up and shoots some green, poison spit at you. To get in close, they have a powerful charge attack that puts them in range to bite and strike with their tails. These close attacks can poison your system as well.

Tactics

These ugly creatures don't play fair, making them very tough opponents. Melee fighters should use cover as they approach them to avoid their spit. When you get close, try to block because these creatures can close the distance quickly with their powerful charge attack. After they attack, get to work swinging your weapon. If more than one of the creatures charges, try to keep them in front of you to avoid taking lots of damage from the rear.

Ranged fighters should take it slow and steady when progressing through Khathuun country. Try to get just one at the top of your screen and then start your attack. Dodge to the side when the spit comes your way. You should be able to drop the creature before it gets to you. If too many come at once, retreat to a safe distance.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Khathuun Beast	Average	Average	Average	—	—	Poison Spit Tail Strike Poison Bite Charge	Average damage poison spit attack High damage melee attack Average damage poison attack High damage charge attack

Lava Elementals

Description



Lava Elementals are huge monsters that live in the fiery hot lava. Get too close and they rise up and start their attack.

Attacks

The Lava Elementals can hurt you at any distance. From long range they will throw fiery boulders at you that not only hurt when they hit, but they also cause you to burst into flames, adding to your damage. They're not fast and you should be able to dodge them. Get too close to the Lava Elemental and its powerful body will pound you for a lot of damage.

Tactics

Melee fighters should zigzag toward a Lava Elemental to avoid any incoming boulders. Get in close and then wait for it to grab another boulder to throw. As soon as you see it begin to raise its arms in the air to toss another boulder, run to its side and start pounding on it. By the time it's done throwing the boulder, it should almost be rubble itself.

Ranged Champions should keep their distance as they fire at the beast. Watch out for the hurtling boulders so you can get out of the way, then continue with your attack. The Lava Elemental will start to chase you if you don't put him down quick enough, so be prepared to run for cover behind any nearby pipes. From your cover you can continue your assault.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Lava Elemental	High	High	High	Fire 100%	Cold	Lava Throw	Throws a fiery ball of lava
						Lava Fist	Hits with fire damage

Lesser Minions

Description



These creatures look like little blue devils and act the part. They're ferocious and mean, and would like nothing more than to dance on your dead body.

Attack

The Lesser Minions will rush at you, pitchforks at the ready. If you've let your guard down, count on taking a prong to the gut. Don't be surprised to find yourself on the ground when fighting one of these.

The Lesser Minion Mage prefers to perpetrate its damage from afar. When it spots you it sends fire balls from the sky to pound you. When you get close to these creatures they will turn and face you, ready to fight.

Tactics

Melee fighters will find that battling these nasty creatures is just the same as a lot of the other skirmishes. When the Lesser Minion charges in for the attack, either block its shot or run around it to avoid a hit. When you can, start swinging. When the Lesser Minion Mage rears its ugly head, charge in quickly to avoid the fire from above.

The Ranged Champions are going to have to do some moving around to stay safe while fighting these beasts. Start shooting when the Lesser Minions charge in. It's great if you can drop them before they get to you, but be prepared to turn and run to obtain a safer location. When fighting the Lesser Minion Mage, move often to avoid the fire storm that it casts over your head. But it won't take long to kill these little buggers and turn them into dust.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Lesser Minion	Average	Average	Average	Fire 100%	Cold	Slam	A more powerful melee attack
Lesser Minion Mage	Average	Average	Average	Fire 100%	Cold	Fire Storm	A powerful storm of fire that rains from the sky

Mummies





Description

These shriveled old desert dwellers have faces only a mother could love. Since they're no child of yours it's time to start handing out the beat-downs. But don't think this will be easy. The Mummy Warriors will sneak up on you to slit your throat, while the Mummy Priests harness the power of fire to burn your delicate skin, poison you, or use cold to chill your heart.

Attack

The Mummy Warriors carry swords and like to creep in slowly for the kill. That is, unless you get scared and try to run—then they come storming in. When they reach you they start hacking and slashing at you, attempting to find your soft flesh.

The Mummy Priests stand around waiting for you to move into range of their spells. Different Priests have different spells.

Some Mummy Priests can cause a torrent of fire balls to rain from the sky and burst on the ground, causing you great damage and setting your skin on fire. They can also shoot fire balls from their staffs for another long range attack. If you get in too close, they spray fire from their staffs like a flamethrower. Some Priests can rain down poison or frost from the heavens to hurt you. They can also fire disease or ice bolts at you as well. It would be nice if this was all those Priests have up their sleeves, but in addition they can resurrect the dead and teleport to another location if they feel threatened. These guys are tough!

Tactics

These Mummies are a lot to handle. Melee fighters should try to take out the Mummy Priests first, since they can raise the dead. As you charge them, avoid any of the spells aimed your way. When you get in close, keep up the attack, because if you don't kill them quick enough they will teleport to another spot nearby. Most likely you'll find their new location after they fire a bolt in your direction. When you spot them, rush in and finish the job. The Mummy Warriors are easy to kill if you only face a few at a time. Wait for them to creep in slowly until they're close enough for you to swing at.

Ranged fighters have it a little bit easier with these fellows. The Mummy Warriors sneak in gradually so you'll have plenty of time to get your shots off. Move across the screen slowly until you find the Mummy Priests and then fire away. If a bolt is fired in your direction or they start to rain above your head, move to the side and continue your attack.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Mummy Warrior	Average	Average	Average	Disease 50 % Poison 30%	Fire	—	—
Mummy Priest	Low	Low	None	Disease 50% Poison 30% Lightning 20%	—	Fire Bolt Fire Storm Fire Stream Ice Bolt Frost Storm Disease Bolt Poison Rain Teleport Resurrection	A damaging bolt of fire shot at characters A rain of fire falls from the sky Sprays a stream of fire from its staff A damaging bolt of ice shot at characters A rain of ice on the player A bolt that causes disease damage A column of poison rain on the player Teleports from danger Brings fallen comrades to life

Orcs

Description

Orcs are similar to goblins except that they are bigger, meaner, and tougher. Don't expect any of them to run away from a fight. Orcs are so bloodthirsty, they all want a piece of you. You'll find melee, blocking, Leaders, Shaman, and ranged orcs all causing trouble in Norrath.



Attacks

Just like goblins, the orc melee, blocking, and Leader fighters like to rush you in numbers. Be careful when you start to fight one because more are probably on the way. The blocking and Leader orcs can deflect your hits, so try to wait until their guard is down or attack them from the side.

The orc Shamans have an eerie purple hue around them and can cast spells in your direction. If a green circle appears below your feet, move away from it because it means the Spell Caster is about to rain poison on your head. Try to get these guys as soon as possible because they can resurrect other orcs you've already killed nearby.

Tactics

When the orcs try to rush you, duck behind walls and obstacles to slow down their charge. This will make it easier for you to fight them one at a time. As those orcs rush in to slice you, watch out for arrows whizzing in from the ranged fighters. Always try to get the Shaman first; otherwise, he might raise any dead orcs you've already killed. It's a waste of time and energy to have to fight those beasts for a second time. Plus, you run the serious risk of being killed. When you get close to the ranged fighters, don't be surprised if they try to run. Keep up with them and take them down by any means necessary.

Ranged Champions will find that fighting orcs is almost exactly like fighting goblins. They travel in large numbers so start to blast any as soon as you see them. Watch for the Leader and blocking orcs who will attempt to block your shots. The Shaman and ranged orc will try to blast you from a distance. Aim well and drop them before they hurt you. Use cover to block any incoming shots.



Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Orc	Average	Average	Average	—	—	—	—
Orc Leader	Very High	High	High	—	—	—	—
Orc Shaman	Low	Low	None	—	—	Resurrection	Brings fallen comrades back to life
						Poison Rain	Brings down a column of poison rain on the player



NOTE Later on in your quest you will have to fight orc Slavers employed by Pelys. These thugs attack hard just like normal orcs. They too will rush in and try to put a blade in your gut. The good news is that they die just like normal orcs, so use the same techniques mentioned here to demolish them.

Scorpions

Description



These arachnids are bigger than you are and have huge pinchers and a giant stinging tail. Kill them quickly before you become Scorpion food.

Attacks

Giant Scorpions have two types of attacks. First, they get in close and try to snap at you with their pinchers. They also try to sting you with their tails. If the tail does strike, you are instantly poisoned.

Tactics

Melee fighters go where the action is and, in this case, that's standing right next to the huge Scorpion. Use your weapon to give these monsters a beating. Between attacks, try to block the pinchers to protect yourself. Keep up the beat-down until the Scorpion falls.

Ranged fighters should get a Scorpion just into view and then fire on it. The infuriated beast will charge in for the kill, so keep up your attack while there is still space between you. When it's time to run, move around obstacles such as stone pillars to slow the Scorpion down. You can continue your assault when you have enough distance.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Scorpion	Average	Average	Average	Poison 40%	—	Poison Sting	A damaging poison sting from the Scorpion's tail

Sea Creature

Description



This is one shellfish you won't find on the menu at your local seafood restaurant. The bluish-green Sea Creature has a large frame and large claws as well.

Attacks

The Sea Creature only has one attack, but it makes the most of it. It charges in and snaps at you with its giant pinchers. These things are powerful enough to snap bone and will definitely take some health away from you if they connect.

Tactics

Unfortunately, melee fighters have to get in close for some down and dirty fighting. The Sea Creature is fast and can swivel its body around, so it's hard to find a nice place to attack without being hit. The best tactic is to block the powerful pinchers from snapping at you. After you successfully block, knock the creature for some damage before blocking again. Repeat this process until it is dead.

Ranged fighters need to keep as far away as possible. When the Sea Creature charges in for the attack, run for cover. Try to put objects between yourself and the Creature to slow it down. After a while it will lose interest in you and will stop to turn away. This is the time to strike. Cast your spells or arrows at the beast until it drops.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Sea Creature	High	High	High	—	—	—	—

Skeletons

Description

These walking dead are nothing more than brittle old bones. Unfortunately, they're bones that are armed to their pearly whites with dangerous weapons. The good news is that they are pretty slow, so don't worry about being overrun because it is fairly easy to beat a retreat. Furthermore, the Skeletons love to fight so much that you can catch them while they are engaged in fighting one another.







Attacks

You will find a few different kinds of Skeletons stumbling about. Arrows fly from a Skeleton Archer in the distance while the melee fighters try to get in close. Blocking and armored Skeletons dot the horde, closing in to get a piece of you and making the fight that much harder. As if things couldn't get any worse, you'll also find some Archers and melee fighters with magical weapons just itching to draw your blood.

Tactics

Melee Champions won't have too much of a problem with these skinny fellows. Get in close and hack and slash them to pieces. The armored Skeletons may require a few extra hits, but they'll crumble just the same. If a Skeleton puts up its defenses, wait for it to let down its guard again or advance to its side before continuing your assault.

Skeletons are one of the best enemies for ranged Champions to deal with. Since they are so slow it is easy to drop them with arrows or spells as they stumble their way toward you. If it looks like you're about to be overrun, retreat and then continue your attack.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Skeleton Warrior	Average	Average	Average	Disease 100% Poison 100%	—	—	—
Skeleton Archer	Average	Average	Average	Disease 100% Poison 100%	—	—	—
Shipwreck Skeleton	Average	Average	Average	Disease 100% Poison 100%	—	—	—
Shipwreck Skeleton Archer	Average	Average	Average	Disease 100% Poison 100%	—	—	—

Giant Spiders

Description

The Giant Spiders inhabiting Norrath are large and very deadly. And where you find one, you'll find many more waiting to swarm you.



Attacks

Try and run from them and the Giant Spiders will shoot webs at you to pull you in to their fangs. When they do get you close, they'll nibble at your soft parts and try to poison you.

Tactics

But all is not lost—you can defeat them. Melee fighters should try to only engage one spider at a time if possible. When you get close enough, just hack away. The ranged fighter should keep cover between yourself and the Spider and aim your shots true. If too many Spiders try to converge on your location, move to a safer spot and continue your assault on the beasts.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Giant Spider	Average	Average	Average	Poison 90%	—	Poison Bite Web	A bite that poisons the player A web that allows Spiders to trap the player, or pull the player toward them

Ulthorks

Description



Ulthorks are large beasts that live on the ice. They might have the face of a walrus but they walk like men. Don't think this enemy is soft, because it sheds its blubber for some muscle.

Attacks

The Ulthork warrior is a strong melee fighter. It will get in close and either bash you with its weapon or scratch you with its claws. Sometimes the force of the hit is so powerful it knocks you down.

The Ulthork Shaman takes full advantage of its surroundings. It can fire a bolt of ice to damage you or it can rain ice down on your head. It can also resurrect the dead. Yikes!

Tactics

Melee Champions must try to avoid the swinging weapon of the Ulthork warrior. It can really do some damage if it connects. Circle around the beast and hit it on its side or back. You'll probably take some counter-hits in the process, but keep it up until the beast falls. When the Ulthork Shaman shows its face, rush in for the kill while avoiding any ice bolts that come your way. A few hits and the Shaman is dead meat.

Ranged Champions will find these creatures easy prey. Keep a safe distance and let your shots fly. The Ulthork warriors walk slowly, so you should have plenty of time to drop them. The Shamans will send ice attacks your way; dodge them while you press the attack.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Ulthork Warrior	High	High	High	Cold 100%	Fire	—	—
Ulthork Shaman	Low	Low	None	Cold 100%	Fire	Frost Bolt	A bolt of ice that damages the player
						Frost Storm	A rain of ice brought down on the player
						Resurrection	Brings fallen comrades back to life

Undead Elementals

Description



These large creatures seem to be made of nothing more than a lot of tiny, nasty things swarming in the air. Whatever they are, they carry a large weapon and are intent upon using it on you.

Attack

The Undead Elemental has a large weapon that inflicts heavy damage. If you think it is out of range, take a few steps back because its ranged weapon has a long reach. It comes in swinging multiple times which can stun you, thereby causing you to absorb even more damage.

Tactics

It's too bad that melee fighters work best up close and personal because these creatures aren't the kind you want to get close to. The good news is that they don't travel in groups so there's a good chance you'll only have to fight one at a time. Approach them carefully to entice them to attack, then retreat a few steps. As they swing their weapons, rush in from the side and begin your attack. You'll probably take a hit, but keep going.

Ranged Champions will have an easier time fighting these beasts. Keep your distance and fire away. The Undead Elementals traipse so slowly you should be able to kill them before they even get close.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Undead Elemental	High	High	High	—	—	Range Weapon	Has a high range weapon that stuns the player

Vampires

Description



These pitiful creatures are forced to live in the Underworld. Down there, the conditions are dark and dank, and there is no hope of seeing the sun. Maybe that's why these little monsters get so upset when they see you.

Attacks

The Vampires you will encounter are so fast that there is no hope of outrunning them. They will swarm you, so be ready to fight. When they're upon you, they like to run circles around you and try to hit you in the back. When you confront them, they tend to hop backward in an attempt to avoid taking damage, but you can always count on them to pounce back in to attack.

Tactics

Vampires are ferocious enemies, but luckily they aren't very strong. A few hits are all it takes to turn them into ashes. As a melee fighter, all you'll need to do is dive in there and start swinging. If you are swarmed, get close to a wall to protect your backside but keep up the attack.

Ranged Champions might find their situation with the Vampires more difficult. These things move in fast and furious, leaving you little time to defend yourself. Try to take out as many as you can from a distance, but also choose a close combat weapon for striking these little buggers.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Vampire	Low	Average	Average	Disease 100% Poison 100% Lightning 30%	Fire	—	—

Wraiths

Description



Wraiths look just like the Grim Reaper himself coming to take you away. That's not a good sign. These creatures are fast, tough, and can disappear. Not exactly a fair fight.

Attacks

As soon as the Wraiths spot you, they will conjure up a Skeleton to fight for them. They can create any kind of fighting Skeleton that can even be imbued with magical attacks. If you get in too close to the Wraith, you'll be hacked by his scythe or feel the freeze from his frozen touch. And don't be fooled when he disappears. The creature is still there just waiting to attack again.

Tactics

Melee fighters will have to use a hit-and-run technique because these creatures are powerful. After he creates a Skeleton minion, get close enough so that the Wraith chases you. You'll need to lure him far enough away from the Skeleton to give you time to attack. Destroying the Skeleton is pointless because the Wraith will just create another one. When you have the Wraith isolated, move in and attack. If you start to take too much damage, retreat and apply a health potion. Run far enough away and the Wraith will disappear, giving you some much-needed rest until you are ready to fight again. Return to the last spot where you saw him. When the creature's name appears on the bottom of the screen, you'll know you're close.

Ranged fighters have it a little easier. As soon as the Wraith comes into view, fire away. When he gets too close, retreat until you are far enough away that you can continue your attack. If the Wraith disappears but the Skeleton is still approaching, feel free to put him down.

Monster Type	Hitpoints	Armor	Melee Attack	Resistances	Vulnerabilities	Special Attacks	Special Attack Description
Wraith	Very High	High	High	Disease 100%	—	Summon Skeleton	Summons a Skeleton minion to aid in combat



NOTE Boss information is located in the walkthrough at the location where you will face a particular Boss.



EQUIPMENT AND ITEMS

A Word on Equipment Choices

You will gather an immense amount of weapons, armor, and items as you venture through Norrath. Most of it you will sell back to the shopkeepers for gold. As you sift through the loot and peruse the shop inventories, you'll want to buy the most effective weapons and armor for your personal use.







Your inventory can become very full with looted armor and weapons.

There are a few considerations which should go into your choices. Simply piling on the armor with the highest armor rating, or wielding the weapons with the highest damage rating may not be the most efficient way to equip yourself. You must think of encumbrance and cost as well.

Weight, especially in the early stages of the game, can be an important factor in your choices. If you're overloaded with heavy armor, you won't be able to carry as much loot, and you will be gate scrolling back to the shopkeeper every few minutes. Balance the armor rating with the weight. If a piece of armor is one point higher in rating, but 10 pounds heavier than the one you have, it's not worth changing.



Consider your choices carefully when shopping.

In addition, consider cost if you're buying armor or weapons from the shops. Let's say you have a weapon that is working well and destroys enemies in a few strokes. If you then come across a weapon for sale that delivers five points more damage per hit, but costs tens of thousands of gold pieces, it's not worth upgrading. You can wait and keep checking back at the shop for an even better weapon.

Play smart with your money and weight allowance. Bigger isn't always the best way to go.

Prefixes and Suffixes

The weapons in *Champions of Norrath* have different degrees of quality. The prefixes you'll see in the game tell you what quality of weapon you have. A shortbow, for example, may be a "worn shortbow," a "silvery shortbow," or an "ancient shortbow." Each prefix denotes a different level of craftsmanship or condition. And these prefixes will affect how much damage a weapon does.

Going back to our shortbow example: A worn shortbow, with no other modifiers applied, does 5 to 8 points of damage per shot while an ancient shortbow can do 48 to 72 points of damage with each shot.

The suffixes, words that come after the name of the weapon, have their own part to play in calculating weapon strength. They tell you what bonuses the weapon has. These bonuses can be anything from extra damage due to elemental forces (such as fire or shock damage) to regeneration of health.

So, a shortbow of tainting does poison damage, while a shortbow of mending adds 25% to your health regeneration speed.

This system of prefixes and suffixes applies to armor as well.

In this section of the guide we'll give you tables for all the weapons with every prefix and suffix you can encounter. Refer to these tables to find out what to expect from your arms and armor.

Weapons

The various armaments available to you in *Champions of Norrath* are all listed in the following table. The base weapon names are in the far left column, and all the possible prefixes are along the top row. Match them up and you'll find what kind of damage you can expect your weapon to deliver. The numbers below the prefixes represent the minimum and maximum damage the weapon can do.

Suffixes have their own table later on in this section.

WEAPONS DAMAGE AND PREFIXES

Weapon Type	Normal	Ruined	Rusty	Cracked	Worn	Tarnished	Tainted	Battle Worn	Charred	Bronze	Cast Iron	Reinforced	Sharp	Weighted	Forged	Polished	Elven	Dwarven
Shortbow	8–12	2–3	3–4	4–7	5–8	6–9	7–10	7–11	8–11	10–15	12–18	14–21	16–24	18–27	20–30	22–33	24–36	26–39
Long Bow	12–16	3–4	4–6	7–9	8–10	9–12	10–14	11–14	11–15	15–20	18–24	21–28	24–32	27–36	30–40	33–44	36–48	39–52
Composite Bow	16–20	4–5	6–7	9–11	10–13	12–15	14–17	14–18	15–19	20–25	24–30	28–35	32–40	36–45	40–50	44–55	48–60	52–65
Darkwood Bow	19–25	5–6	7–9	10–14	12–16	14–19	16–21	17–23	18–24	24–31	29–38	33–44	38–50	43–56	48–63	52–69	57–75	62–81
Hunters Bow	24–32	6–8	8–11	13–18	16–21	18–24	20–27	22–29	23–30	30–40	36–48	42–56	48–64	54–72	60–80	66–88	72–96	78–104
Compound Bow	30–36	8–9	11–13	17–20	20–23	23–27	26–31	27–32	29–34	38–45	45–54	53–63	60–72	68–81	75–90	83–99	90–108	98–117
True Shot Bow	32–40	8–10	11–14	18–22	21–26	24–30	27–34	29–36	30–38	40–50	48–60	56–70	64–80	72–90	80–100	88–110	96–120	104–130
Great Bow	38–46	10–12	13–16	21–25	25–30	29–35	32–39	34–41	36–44	48–58	57–69	67–81	76–92	86–104	95–115	105–127	114–138	124–150
Battle Bow	44–52	11–13	15–18	24–29	29–34	33–39	37–44	40–47	42–49	55–65	66–78	77–91	88–104	99–117	110–130	121–143	132–156	143–169
War Bow	49–59	12–15	17–21	27–32	32–38	37–44	42–50	44–53	47–56	61–74	74–89	86–103	98–118	110–133	123–148	135–162	147–177	159–192
Dagger	4–8	1–2	1–3	2–4	3–5	3–6	3–7	4–7	4–8	5–10	6–12	7–14	8–16	9–18	10–20	11–22	12–24	13–26
Dirk	6–10	2–3	2–4	3–6	4–7	5–8	5–9	5–9	6–10	8–13	9–15	11–18	12–20	14–23	15–25	17–28	18–30	20–33
Kris	8–13	2–3	3–5	4–7	5–8	6–10	7–11	7–12	8–12	10–16	12–20	14–23	16–26	18–29	20–33	22–36	24–39	26–42
Blade	9–15	2–4	3–5	5–8	6–10	7–11	8–13	8–14	9–14	11–19	14–23	16–26	18–30	20–34	23–38	25–41	27–45	29–49
Short Sword	11–17	3–4	4–6	6–9	7–11	8–13	9–14	10–15	10–16	14–21	17–26	19–30	22–34	25–38	28–43	30–47	33–51	36–55
Light Sword	13–19	3–5	5–7	7–10	8–12	10–14	11–16	12–17	12–18	16–24	20–29	23–33	26–38	29–43	33–48	36–52	39–57	42–62
Gladius Sword	15–22	4–6	5–8	8–12	10–14	11–17	13–19	14–20	14–21	19–28	23–33	26–39	30–44	34–50	38–55	41–61	45–66	49–72
Long Sword	18–26	5–7	6–9	10–14	12–17	14–20	15–22	16–23	17–25	23–33	27–39	32–46	36–52	41–59	45–65	50–72	54–78	59–85
Rapier	21–27	5–7	7–9	12–15	14–18	16–20	18–23	19–24	20–26	26–34	32–41	37–47	42–54	47–61	53–68	58–74	63–81	68–88
Scimitar	20–26	5–7	7–9	11–14	13–17	15–20	17–22	18–23	19–25	25–33	30–39	35–46	40–52	45–59	50–65	55–72	60–78	65–85
Shamshir	22–29	6–7	8–10	12–16	14–19	17–22	19–25	20–26	21–28	28–36	33–44	39–51	44–58	50–65	55–73	61–80	66–87	72–94
Falchion	25–31	6–8	9–11	14–17	16–20	19–23	21–26	23–28	24–29	31–39	38–47	44–54	50–62	56–70	63–78	69–85	75–93	81–101
Sword	26–33	7–8	9–12	14–18	17–21	20–25	22–28	23–30	25–31	33–41	39–50	46–58	52–66	59–74	65–83	72–91	78–99	85–107
Heavy Sword	32–40	8–10	11–14	18–22	21–26	24–30	27–34	29–36	30–38	40–50	48–60	56–70	64–80	72–90	80–100	88–110	96–120	104–130
Claymore	30–36	8–9	11–13	17–20	20–23	23–27	26–31	27–32	29–34	38–45	45–54	53–63	60–72	68–81	75–90	83–99	90–108	98–117
Broadsword	31–41	8–10	11–14	17–23	20–27	23–31	26–35	28–37	29–39	39–51	47–62	54–72	62–82	70–92	78–103	85–113	93–123	101–133
Flamberge	34–42	9–11	12–15	19–23	22–27	26–32	29–36	31–38	32–40	43–53	51–63	60–74	68–84	77–95	85–105	94–116	102–126	111–137
Bastard Sword	37–45	9–11	13–16	20–25	24–29	28–34	31–38	33–41	35–43	46–56	56–68	65–79	74–90	83–101	93–113	102–124	111–135	120–146
Greatsword	40–48	10–12	14–17	22–26	26–31	30–36	34–41	36–43	38–46	50–60	60–72	70–84	80–96	90–108	100–120	110–132	120–144	130–156
War Sword	42–50	11–13	15–18	23–28	27–33	32–38	36–43	38–45	40–48	53–63	63–75	74–88	84–100	95–113	105–125	116–138	126–150	137–163
Two Handed Sword	44–53	11–13	15–19	24–29	29–34	33–40	37–45	40–48	42–50	55–66	66–80	77–93	88–106	99–119	110–133	121–146	132–159	143–172
Cleaver	4–8	1–2	1–3	2–4	3–5	3–6	3–7	4–7	4–8	5–10	6–12	7–14	8–16	9–18	10–20	11–22	12–24	13–26
Hatchet	5–9	1–2	2–3	3–5	3–6	4–7	4–8	5–8	5–9	6–11	8–14	9–16	10–18	11–20	13–23	14–25	15–27	16–29
Hand Axe	7–11	2–3	2–4	4–6	5–7	5–8	6–9	6–10	7–10	9–14	11–17	12–19	14–22	16–25	18–28	19–30	21–33	23–36
Light Axe	8–13	2–3	3–5	4–7	5–8	6–10	7–11	7–12	8–12	10–16	12–20	14–23	16–26	18–29	20–33	22–36	24–39	26–42
Axe	10–16	3–4	4–6	6–9	7–10	8–12	9–14	9–14	10–15	13–20	15–24	18–28	20–32	23–36	25–40	28–44	30–48	33–52
Long Axe	16–23	4–6	6–8	9–13	10–15	12–17	14–20	14–21	15–22	20–29	24–35	28–40	32–46	36–52	40–58	44–63	48–69	52–75
Twin Axe	19–28	5–7	7–10	10–15	12–18	14–21	16–24	17–25	18–27	24–35	29–42	33–49	38–56	43–63	48–70	52–77	57–84	62–91
Large Axe	26–34	7–9	9–12	14–19	17–22	20–26	22–29	23–31	25–32	33–43	39–51	46–60	52–68	59–77	65–85	72–94	78–102	85–111
Heavy Axe	35–43	9–11	12–15	19–24	23–28	26–32	30–37	32–39	33–41	44–54	53–65	61–75	70–86	79–97	88–108	96–118	105–129	114–140
Broad Axe	44–51	11–13	15–18	24–28	29–33	33–38	37–43	40–46	42–48	55–64	66–77	77–89	88–102	99–115	110–128	121–140	132–153	143–166
Battle Axe	50–60	13–15	18–21	28–33	33–39	38–45	43–51	45–54	48–57	63–75	75–90	88–105	100–120	113–135	125–150	138–165	150–180	163–195
War Axe	56–64	14–16	20–22	31–35	36–42	42–48	48–54	50–58	53–61	70–80	84–96	98–112	112–128	126–144	140–160	154–176	168–192	182–208
Great Axe	58–66	15–17	20–23	32–36	38–43	44–50	49–56	52–59	55–63	73–83	87–99	102–116	116–132	131–149	145–165	160–182	174–198	189–215
Minotaur Axe	68–76	17–19	24–27	37–42	44–49	51–57	58–65	61–68	65–72	85–95	102–114	119–133	136–152	153–171	170–190	187–209	204–228	221–247
Short Halberd	8–13	2–3	3–5	4–7	5–8	6–10	7–11	7–12	8–12	10–16	12–20	14–23	16–26	18–29	20–33	22–36	24–39	26–42
Halberd	12–19	3–5	4–7	7–10	8–12	9–14	10–16	11–17	11–18	15–24	18–29	21–33	24–38	27–43	30–48	33–52	36–57	39–62
Great Halberd	15–22	4–6	5–8	8–12	10–14	11–17	13–19	14–20	14–21	19–28	23–33	26–39	30–44	34–50	38–55	41–61	45–66	49–72
War Halberd	21–29	5–7	7–10	12–16	14–19	16–22	18–25	19–26	20–28	26–36	32–44	37–51	42–58	47–65	53–73	58–80	63–87	68–94
Short Bardiche	9–16	2–4	3–6	5–9	6–10	7–12	8–14	8–14	9–15	11–20	14–24	16–28	18–32	20–36	23–40	25–44	27–48	29–52
Bardiche	13–20	3–5	5–7	7–11	8–13	10–15	11–17	12–18	12–19	16–25	20–30	23–35	26–40	29–45	33–50	36–55	39–60	42–65
Great Bardiche	30–37	8–9	11–13	17–20	20–24	23–28	26–31	27–33	29–35	38–46	45–56	53–65	60–74	68–83	75–93	83–102	90–111	98–120
War Bardiche	41–50	10–13	14–18	23–28	27–33	31–38	35–43	37–45	39–48	51–63	62–75	72–88	82–100	92–113	103–125	113–138	123–150	133–163
Short Voulge	17–25	4–6	6–9	9–14	11–16	13–19	14–21	15–23	16–24	21–31	26–38	30–44	34–50	38–56	43–63	47–69	51–75	55–81
Voulge	23–31	6–8	8–11	13–17	15–20	17–23	20–26	21–28	22–29	29–39	35–47	40–54	46–62	52–70	58–78	63–85	69–93	75–101
Giant Voulge	35–42	9–11	12–15	19–23	23–27	26–32	30–36	32–38	33–40	44–53	53–63	61–74	70–84	79–95	88–105	96–116	105–126	114–137
Small Poleaxe	13–21	3–5	5–7	7–12	8–14	10–16	11–18	12–19	12–20	16–26	20–32	23–37	26–42	29–47	33–53	36–58	39–63	42–68
Poleaxe	24–32	6–8	8–11	13–18	16–21	18–24	20–27	22–29	23–30	30–40	36–48	42–56	48–64	54–72	60–80	66–88	72–96	78–104
War Poleaxe	29–37	7–9	10–13	16–20	19–24	22–28	25–31	26–33	28–35	36–46	44–56	51–65	58–74	65–83	73–93	80–102	87–111	94–120
War Scythe	16–23	4–6	6–8	9–13	10–15	12–17	14–20	14–21	15–22	20–29	24–35	28–40	32–46	36–52	40–58	44–63	48–69	52–75
Short Spear	8–20	2–5	3–7	4–11	5–13	6–15	7–17	7–18	8–19	10–25	12–30	14–35	16–40	18–45	20–50	22–55	24–60	26–65
Small Spear	22–34	6–9	8–12	12–19	14–22	17–26	19–29	20–31	21–32	28–43	33–51	39–60	44–68	50–77	55–85	61–94	66–102	72–111
Light Spear	32–48	8–12	11–17	18–26	21–31	24–36	27–41	29–43	30–46	40–60	48–72	56–84	64–96	72–108	80–120	88–132	96–144	104–156
Spear	38–56	10–14	13–20	21–31	25–36	29–42	32–48	34–50	36–53	48–70	57–84	67–98	76–112	86–126	95–140	105–154	114–168	124–182
Long Spear	48–62	12–16	17–22	26–34	31–40	36–47	41–53	43–56	46–59	60–78	72–93	84–109	96–124	108–140	120–155	132–171	144–186	156–202
Heavy Spear	54–72	14–18	19–25	30–40	35–47	41–54	46–61	49–65	51–68	68–90	81–108	95–126	108–144	122–162	135–180	149–198	162–216	176–234
Great Spear	60–76	15–19	21–27	33–42	39–49	45–57	51–65	54–68	57–72	75–95	90–114	105–133	120–152	135–171	150–190	165–209	180–228	195–247
War Spear	66–86	17–22	23–30	36–47	43–56	50–65	56–73	59–77	63–82	83–108	99–129	116–151	132–172	149–194	165–215	182–237	198–258	215–280



Alloy	Blackened Iron	Crystal	Teirdal	Combine	Fine Steel	Feir'dal	Encrusted	Steel War	Well Balanced	Silvery War	Serrated	Silverish	Velium	Hulking	Ancient	Obsidian	Titan	Shadowed
28–42	30–45	32–48	34–51	35–52	36–54	37–56	38–57	40–60	41–62	42–63	43–64	44–66	45–67	46–69	48–72	52–78	54–81	56–84
42–56	45–60	48–64	51–68	52–70	54–72	56–74	57–76	60–80	62–82	63–84	64–86	66–88	67–90	69–92	72–96	78–104	81–108	84–112
56–70	60–75	64–80	68–85	70–87	72–90	74–93	76–95	80–100	82–103	84–105	86–107	88–110	90–112	92–115	96–120	104–130	108–135	112–140
67–88	71–94	76–100	81–106	83–109	86–113	88–116	90–119	95–125	98–129	100–131	102–134	105–138	106–140	109–144	114–150	124–163	128–169	133–175
84–112	90–120	96–128	102–136	104–139	108–144	112–149	114–152	120–160	124–165	126–168	128–171	132–176	134–179	138–184	144–192	156–208	162–216	168–224
105–126	113–135	120–144	128–153	131–157	135–162	140–167	143–171	150–180	155–185	158–189	161–193	165–198	168–202	173–207	180–216	195–234	203–243	210–252
112–140	120–150	128–160	136–170	139–174	144–180	149–186	152–190	160–200	165–206	168–210	171–214	176–220	179–224	184–230	192–240	208–260	216–270	224–280
133–161	143–173	152–184	162–196	165–200	171–207	177–214	181–219	190–230	196–237	200–242	203–246	209–253	213–258	219–265	228–276	247–299	257–311	266–322
154–182	165–195	176–208	187–221	191–226	198–234	205–242	209–247	220–260	227–268	231–273	235–278	242–286	246–291	253–299	264–312	286–338	297–351	308–364
172–207	184–221	196–236	208–251	213–257	221–266	228–274	233–280	245–295	252–304	257–310	262–316	270–325	274–330	282–339	294–354	319–384	331–398	343–413
14–28	15–30	16–32	17–34	17–35	18–36	19–37	19–38	20–40	21–41	21–42	21–43	22–44	22–45	23–46	24–48	26–52	27–54	28–56
21–35	23–38	24–40	26–43	26–44	27–45	28–47	29–48	30–50	31–52	32–53	32–54	33–55	34–56	35–58	36–60	39–65	41–68	42–70
28–46	30–49	32–52	34–55	35–57	36–59	37–60	38–62	40–65	41–67	42–68	43–70	44–72	45–73	46–75	48–78	52–85	54–88	56–91
32–53	34–56	36–60	38–64	39–65	41–68	42–70	43–71	45–75	46–77	47–79	48–80	50–83	50–84	52–86	54–90	59–98	61–101	63–105
39–60	41–64	44–68	47–72	48–74	50–77	51–79	52–81	55–85	57–88	58–89	59–91	61–94	62–95	63–98	66–102	72–111	74–115	77–119
46–67	49–71	52–76	55–81	57–83	59–86	60–88	62–90	65–95	67–98	68–100	70–102	72–105	73–106	75–109	78–114	85–124	88–128	91–133
53–77	56–83	60–88	64–94	65–96	68–99	70–102	71–105	75–110	77–113	79–116	80–118	83–121	84–123	86–127	90–132	98–143	101–149	105–154
63–91	68–98	72–104	77–111	78–113	81–117	84–121	86–124	90–130	93–134	95–137	96–139	99–143	101–146	104–150	108–156	117–169	122–176	126–182
74–95	79–101	84–108	89–115	91–117	95–122	98–126	100–128	105–135	108–139	110–142	112–144	116–149	118–151	121–155	126–162	137–176	142–182	147–189
70–91	75–98	80–104	85–111	87–113	90–117	93–121	95–124	100–130	103–134	105–137	107–139	110–143	112–146	115–150	120–156	130–169	135–176	140–182
77–102	83–109	88–116	94–123	96–126	99–131	102–135	105–138	110–145	113–149	116–152	118–155	121–160	123–162	127–167	132–174	143–189	149–196	154–203
88–109	94–116	100–124	106–132	109–135	113–140	116–144	119–147	125–155	129–160	131–163	134–166	138–171	140–174	144–178	150–186	163–202	169–209	175–217
91–116	98–124	104–132	111–140	113–144	117–149	121–153	124–157	130–165	134–170	137–173	139–177	143–182	146–185	150–190	156–198	169–215	176–223	182–231
112–140	120–150	128–160	136–170	139–174	144–180	149–186	152–190	160–200	165–206	168–210	171–214	176–220	179–224	184–230	192–240	208–260	216–270	224–280
105–126	113–135	120–144	128–153	131–157	135–162	140–167	143–171	150–180	155–185	158–189	161–193	165–198	168–202	173–207	180–216	195–234	203–243	210–252
109–144	116–154	124–164	132–174	135–178	140–185	144–191	147–195	155–205	160–211	163–215	166–219	171–226	174–230	178–236	186–246	202–267	209–277	217–287
119–147	128–158	136–168	145–179	148–183	153–189	158–195	162–200	170–210	175–216	179–221	182–225	187–231	190–235	196–242	204–252	221–273	230–284	238–294
130–158	139–169	148–180	157–191	161–196	167–203	172–209	176–214	185–225	191–232	194–236	198–241	204–248	207–252	213–259	222–270	241–293	250–304	259–315
140–168	150–180	160–192	170–204	174–209	180–216	186–223	190–228	200–240	206–247	210–252	214–257	220–264	224–269	230–276	240–288	260–312	270–324	280–336
147–175	158–188	168–200	179–213	183–218	189–225	195–233	200–238	210–250	216–258	221–263	225–268	231–275	235–280	242–288	252–300	273–325	284–338	294–350
154–186	165–199	176–212	187–225	191–231	198–239	205–246	209–252	220–265	227–273	231–278	235–284	242–292	246–297	253–305	264–318	286–345	297–358	308–371
14–28	15–30	16–32	17–34	17–35	18–36	19–37	19–38	20–40	21–41	21–42	21–43	22–44	22–45	23–46	24–48	26–52	27–54	28–56
18–32	19–34	20–36	21–38	22–39	23–41	23–42	24–43	25–45	26–46	26–47	27–48	28–50	28–50	29–52	30–54	33–59	34–61	35–63
25–39	26–41	28–44	30–47	30–48	32–50	33–51	33–52	35–55	36–57	37–58	37–59	39–61	39–62	40–63	42–66	46–72	47–74	49–77
28–46	30–49	32–52	34–55	35–57	36–59	37–60	38–62	40–65	41–67	42–68	43–70	44–72	45–73	46–75	48–78	52–85	54–88	56–91
35–56	38–60	40–64	43–68	44–70	45–72	47–74	48–76	50–80	52–82	53–84	54–86	55–88	56–90	58–92	60–96	65–104	68–108	70–112
56–81	60–86	64–92	68–98	70–100	72–104	74–107	76–109	80–115	82–118	84–121	86–123	88–127	90–129	92–132	96–138	104–150	108–155	112–161
67–98	71–105	76–112	81–119	83–122	86–126	88–130	90–133	95–140	98–144	100–147	102–150	105–154	106–157	109–161	114–168	124–182	128–189	133–196
91–119	98–128	104–136	111–145	113–148	117–153	121–158	124–162	130–170	134–175	137–179	139–182	143–187	146–190	150–196	156–204	169–221	176–230	182–238
123–151	131–161	140–172	149–183	152–187	158–194	163–200	166–204	175–215	180–221	184–226	187–230	193–237	196–241	201–247	210–258	228–280	236–290	245–301
154–179	165–191	176–204	187–217	191–222	198–230	205–237	209–242	220–255	227–263	231–268	235–273	242–281	246–286	253–293	264–306	286–332	297–344	308–357
175–210	188–225	200–240	213–255	218–261	225–270	233–279	238–285	250–300	258–309	263–315	268–321	275–330	280–336	288–345	300–360	325–390	338–405	350–420
196–224	210–240	224–256	238–272	244–278	252–288	260–298	266–304	280–320	288–330	294–336	300–342	308–352	314–358	322–368	336–384	364–416	378–432	392–448
203–231	218–248	232–264	247–281	252–287	261–297	270–307	276–314	290–330	299–340	305–347	310–353	319–363	325–370	334–380	348–396	377–429	392–446	406–462
238–266	255–285	272–304	289–323	296–331	306–342	316–353	323–361	340–380	350–391	357–399	364–407	374–418	381–426	391–437	408–456	442–494	459–513	476–532
28–46	30–49	32–52	34–55	35–57	36–59	37–60	38–62	40–65	41–67	42–68	43–70	44–72	45–73	46–75	48–78	52–85	54–88	56–91
42–67	45–71	48–76	51–81	52–83	54–86	56–88	57–90	60–95	62–98	63–100	64–102	66–105	67–106	69–109	72–114	78–124	81–128	84–133
53–77	56–83	60–88	64–94	65–96	68–99	70–102	71–105	75–110	77–113	79–116	80–118	83–121	84–123	86–127	90–132	98–143	101–149	105–154
74–102	79–109	84–116	89–123	91–126	95–131	98–135	100–138	105–145	108–149	110–152	112–155	116–160	118–162	121–167	126–174	137–189	142–196	147–203
32–56	34–60	36–64	38–68	39–70	41–72	42–74	43–76	45–80	46–82	47–84	48–86	50–88	50–90	52–92	54–96	59–104	61–108	63–112
46–70	49–75	52–80	55–85	57–87	59–90	60–93	62–95	65–100	67–103	68–105	70–107	72–110	73–112	75–115	78–120	85–130	88–135	91–140
105–130	113–139	120–148	128–157	131–161	135–167	140–172	143–176	150–185	155–191	158–194	161–198	165–204	168–207	173–213	180–222	195–241	203–250	210–259
144–175	154–188	164–200	174–213	178–218	185–225	191–233	195–238	205–250	211–258	215–263	219–268	226–275	230–280	236–288	246–300	267–325	277–338	287–350
60–88	64–94	68–100	72–106	74–109	77–113	79–116	81–119	85–125	88–129	89–131	91–134	94–138	95–140	98–144	102–150	111–163	115–169	119–175
81–109	86–116	92–124	98–132	100–135	104–140	107–144	109–147	115–155	118–160	121–163	123–166	127–171	129–174	132–178	138–186	150–202	155–209	161–217
123–147	131–158	140–168	149–179	152–183	158–189	163–195	166–200	175–210	180–216	184–221	187–225	193–231	196–235	201–242	210–252	228–273	236–284	245–294
46–74	49–79	52–84	55–89	57–91	59–95	60–98	62–100	65–105	67–108	68–110	70–112	72–116	73–118	75–121	78–126	85–137	88–142	91–147
84–112	90–120	96–128	102–136	104–139	108–144	112–149	114–152	120–160	124–165	126–168	128–171	132–176	134–179	138–184	144–192	156–208	162–216	168–224
102–130	109–139	116–148	123–157	126–161	131–167	135–172	138–176	145–185	149–191	152–194	155–198	160–204	162–207	167–213	174–222	189–241	196–250	203–259
56–81	60–86	64–92	68–98	70–100	72–104	74–107	76–109	80–115	82–118	84–121	86–123	88–127	90–129	92–132	96–138	104–150	108–155	112–161
28–70	30–75	32–80	34–85	35–87	36–90	37–93	38–95	40–100	41–103	42–105	43–107	44–110	45–112	46–115	48–120	52–130	54–135	56–140
77–119	83–128	88–136	94–145	96–148	99–153	102–158	105–162	110–170	113–175	116–179	118–182	121–187	123–190	127–196	132–204	143–221	149–230	154–238
112–168	120–180	128–192	136–204	139–209	144–216	149–223	152–228	160–240	165–247	168–252	171–257	176–264	179–269	184–276	192–288	208–312	216–324	224–336
133–196	143–210	152–224	162–238	165–244	171–252	177–260	181–266	190–280	196–288	200–294	203–300	209–308	213–314	219–322	228–336	247–364	257–378	266–392
168–217	180–233	192–248	204–264	209–270	216–279	223–288	228–295	240–310	247–319	252–326	257–332	264–341	269–347	276–357	288–372	312–403	324–419	336–434
189–252	203–270	216–288	230–306	235–313	243–324	251–335	257–342	270–360	278–371	284–378	289–385	297–396	302–403	311–414	324–432	351–468	365–486	378–504
210–266	225–285	240–304	255–323	261–331	270–342	279–353	285–361	300–380	309–391	315–399	321–407	330–418	336–426	345–437	360–456	390–494	405–513	420–532
231–301	248–323	264–344	281–366	287–374	297–387	307–400	314–409	330–430	340–443	347–452	353–460	363–473	370–482	380–495	396–516	429–559	446–581	462–602

WEAPONS DAMAGE AND PREFIXES continued

Weapon Type	Normal	Ruined	Rusty	Cracked	Worn	Tarnished	Tainted	Battle Worn	Charred	Bronze	Cast Iron	Reinforced	Sharp	Weighted	Forged	Polished	Elven	Dwarven
Short Club	4–10	1–3	1–4	2–6	3–7	3–8	3–9	4–9	4–10	5–13	6–15	7–18	8–20	9–23	10–25	11–28	12–30	13–33
Club	7–12	2–3	2–4	4–7	5–8	5–9	6–10	6–11	7–11	9–15	11–18	12–21	14–24	16–27	18–30	19–33	21–36	23–39
Spiked Club	13–21	3–5	5–7	7–12	8–14	10–16	11–18	12–19	12–20	16–26	20–32	23–37	26–42	29–47	33–53	36–58	39–63	42–68
Great Club	29–38	7–10	10–13	16–21	19–25	22–29	25–32	26–34	28–36	36–48	44–57	51–67	58–76	65–86	73–95	80–105	87–114	94–124
War Club	42–52	11–13	15–18	23–29	27–34	32–39	36–44	38–47	40–49	53–65	63–78	74–91	84–104	95–117	105–130	116–143	126–156	137–169
Short Mace	7–13	2–3	2–5	4–7	5–8	5–10	6–11	6–12	7–12	9–16	11–20	12–23	14–26	16–29	18–33	19–36	21–39	23–42
Mace	9–14	2–4	3–5	5–8	6–9	7–11	8–12	8–13	9–13	11–18	14–21	16–25	18–28	20–32	23–35	25–39	27–42	29–46
Double Mace	11–17	3–4	4–6	6–9	7–11	8–13	9–14	10–15	10–16	14–21	17–26	19–30	22–34	25–38	28–43	30–47	33–51	36–55
Two Handed Mace	14–21	4–5	5–7	8–12	9–14	11–16	12–18	13–19	13–20	18–26	21–32	25–37	28–42	32–47	35–53	39–58	42–63	46–68
Great Mace	27–36	7–9	9–13	15–20	18–23	20–27	23–31	24–32	26–34	34–45	41–54	47–63	54–72	61–81	68–90	74–99	81–108	88–117
Maul	42–52	11–13	15–18	23–29	27–34	32–39	36–44	38–47	40–49	53–65	63–78	74–91	84–104	95–117	105–130	116–143	126–156	137–169
War Mace	47–56	12–14	16–20	26–31	31–36	35–42	40–48	42–50	45–53	59–70	71–84	82–98	94–112	106–126	118–140	129–154	141–168	153–182
Great Maul	58–69	15–17	20–24	32–38	38–45	44–52	49–59	52–62	55–66	73–86	87–104	102–121	116–138	131–155	145–173	160–190	174–207	189–224
Northman Mace	60–72	15–18	21–25	33–40	39–47	45–54	51–61	54–65	57–68	75–90	90–108	105–126	120–144	135–162	150–180	165–198	180–216	195–234
Short Morningstar	7–13	2–3	2–5	4–7	5–8	5–10	6–11	6–12	7–12	9–16	11–20	12–23	14–26	16–29	18–33	19–36	21–39	23–42
Light Morningstar	9–15	2–4	3–5	5–8	6–10	7–11	8–13	8–14	9–14	11–19	14–23	16–26	18–30	20–34	23–38	25–41	27–45	29–49
Morningstar	14–22	4–6	5–8	8–12	9–14	11–17	12–19	13–20	13–21	18–28	21–33	25–39	28–44	32–50	35–55	39–61	42–66	46–72
Heavy Morningstar	19–27	5–7	7–9	10–15	12–18	14–20	16–23	17–24	18–26	24–34	29–41	33–47	38–54	43–61	48–68	52–74	57–81	62–88
Large Morningstar	27–36	7–9	9–13	15–20	18–23	20–27	23–31	24–32	26–34	34–45	41–54	47–63	54–72	61–81	68–90	74–99	81–108	88–117
Great Morningstar	44–52	11–13	15–18	24–29	29–34	33–39	37–44	40–47	42–49	55–65	66–78	77–91	88–104	99–117	110–130	121–143	132–156	143–169
War Morningstar	50–61	13–15	18–21	28–34	33–40	38–46	43–52	45–55	48–58	63–76	75–92	88–107	100–122	113–137	125–153	138–168	150–183	163–198
Short Pick	7–13	2–3	2–5	4–7	5–8	5–10	6–11	6–12	7–12	9–16	11–20	12–23	14–26	16–29	18–33	19–36	21–39	23–42
Pick	10–14	3–4	4–5	6–8	7–9	8–11	9–12	9–13	10–13	13–18	15–21	18–25	20–28	23–32	25–35	28–39	30–42	33–46
Military Pick	10–17	3–4	4–6	6–9	7–11	8–13	9–14	9–15	10–16	13–21	15–26	18–30	20–34	23–38	25–43	28–47	30–51	33–55
War Pick	14–21	4–5	5–7	8–12	9–14	11–16	12–18	13–19	13–20	18–26	21–32	25–37	28–42	32–47	35–53	39–58	42–63	46–68
Great Pick	22–30	6–8	8–11	12–17	14–20	17–23	19–26	20–27	21–29	28–38	33–45	39–53	44–60	50–68	55–75	61–83	66–90	72–98
Battle Pick	30–38	8–10	11–13	17–21	20–25	23–29	26–32	27–34	29–36	38–48	45–57	53–67	60–76	68–86	75–95	83–105	90–114	98–124
Short Hammer	7–13	2–3	2–5	4–7	5–8	5–10	6–11	6–12	7–12	9–16	11–20	12–23	14–26	16–29	18–33	19–36	21–39	23–42
Hammer	10–17	3–4	4–6	6–9	7–11	8–13	9–14	9–15	10–16	13–21	15–26	18–30	20–34	23–38	25–43	28–47	30–51	33–55
Two Handed Hammer	22–30	6–8	8–11	12–17	14–20	17–23	19–26	20–27	21–29	28–38	33–45	39–53	44–60	50–68	55–75	61–83	66–90	72–98
Giant Hammer	35–44	9–11	12–15	19–24	23–29	26–33	30–37	32–40	33–42	44–55	53–66	61–77	70–88	79–99	88–110	96–121	105–132	114–143
Battle Hammer	43–52	11–13	15–18	24–29	28–34	32–39	37–44	39–47	41–49	54–65	65–78	75–91	86–104	97–117	108–130	118–143	129–156	140–169
War Hammer	56–66	14–17	20–23	31–36	36–43	42–50	48–56	50–59	53–63	70–83	84–99	98–116	112–132	126–149	140–165	154–182	168–198	182–215
Light Rod	4–11	1–3	1–4	2–6	3–7	3–8	3–9	4–10	4–10	5–14	6–17	7–19	8–22	9–25	10–28	11–30	12–33	13–36
Rod	8–14	2–4	3–5	4–8	5–9	6–11	7–12	7–13	8–13	10–18	12–21	14–25	16–28	18–32	20–35	22–39	24–42	26–46
War Rod	18–25	5–6	6–9	10–14	12–16	14–19	15–21	16–23	17–24	23–31	27–38	32–44	36–50	41–56	45–63	50–69	54–75	59–81
Heavy Rod	21–28	5–7	7–10	12–15	14–18	16–21	18–24	19–25	20–27	26–35	32–42	37–49	42–56	47–63	53–70	58–77	63–84	68–91
Grand Rod	28–35	7–9	10–12	15–19	18–23	21–26	24–30	25–32	27–33	35–44	42–53	49–61	56–70	63–79	70–88	77–96	84–105	91–114
Scepter	31–38	8–10	11–13	17–21	20–25	23–29	26–32	28–34	29–36	39–48	47–57	54–67	62–76	70–86	78–95	85–105	93–114	101–124
Grand Scepter	28–35	7–9	10–12	15–19	18–23	21–26	24–30	25–32	27–33	35–44	42–53	49–61	56–70	63–79	70–88	77–96	84–105	91–114
War Scepter	38–46	10–12	13–16	21–25	25–30	29–35	32–39	34–41	36–44	48–58	57–69	67–81	76–92	86–104	95–115	105–127	114–138	124–150
Battle Scepter	43–52	11–13	15–18	24–29	28–34	32–39	37–44	39–47	41–49	54–65	65–78	75–91	86–104	97–117	108–130	118–143	129–156	140–169
Short Staff	6–12	2–3	2–4	3–7	4–8	5–9	5–10	5–11	6–11	8–15	9–18	11–21	12–24	14–27	15–30	17–33	18–36	20–39
Quarter Staff	11–19	3–5	4–7	6–10	7–12	8–14	9–16	10–17	10–18	14–24	17–29	19–33	22–38	25–43	28–48	30–52	33–57	36–62
Staff	15–23	4–6	5–8	8–13	10–15	11–17	13–20	14–21	14–22	19–29	23–35	26–40	30–46	34–52	38–58	41–63	45–69	49–75
Dark Wood Staff	24–32	6–8	8–11	13–18	16–21	18–24	20–27	22–29	23–30	30–40	36–48	42–56	48–64	54–72	60–80	66–88	72–96	78–104
Long Staff	29–38	7–10	10–13	16–21	19–25	22–29	25–32	26–34	28–36	36–48	44–57	51–67	58–76	65–86	73–95	80–105	87–114	94–124
Great Staff	38–47	10–12	13–16	21–26	25–31	29–35	32–40	34–42	36–45	48–59	57–71	67–82	76–94	86–106	95–118	105–129	114–141	124–153
Battle Staff	41–51	10–13	14–18	23–28	27–33	31–38	35–43	37–46	39–48	51–64	62–77	72–89	82–102	92–115	103–128	113–140	123–153	133–166
Ward Staff	44–54	11–14	15–19	24–30	29–35	33–41	37–46	40–49	42–51	55–68	66–81	77–95	88–108	99–122	110–135	121–149	132–162	143–176
Dire Mace	60–70	15–18	21–25	33–39	39–46	45–53	51–60	54–63	57–67	75–88	90–105	105–123	120–140	135–158	150–175	165–193	180–210	195–228
Dire Sword	65–75	16–19	23–26	36–41	42–49	49–56	55–64	59–68	62–71	81–94	98–113	114–131	130–150	146–169	163–188	179–206	195–225	211–244

Armor and Shields

As with the weapons section, the various defensive components available to you in *Champions of Norrath* are all listed in the table below. The base armor names are in the far left column, and all the possible prefixes are along the top row. The numbers in the table represent the armor rating you'll be awarded for wearing that piece. The "Base AC" column is the normal rating, when there are no prefixes attached.

To calculate your armor rating, add the rating of each of the pieces you are wearing, plus your shield if you have one. The higher it is, the better.

Suffixes can also apply to armor and shields. They have their own table later on in this section.



Alloy	Blackened Iron	Crystal	Teirdal	Combine	Fine Steel	Feir'dal	Encrusted	Steel War	Well Balanced	Silvery War	Serrated	Silverish	Velium	Hulking	Ancient	Obsidian	Titan	Shadowed
14–35	15–38	16–40	17–43	17–44	18–45	19–47	19–48	20–50	21–52	21–53	21–54	22–55	22–56	23–58	24–60	26–65	27–68	28–70
25–42	26–45	28–48	30–51	30–52	32–54	33–56	33–57	35–60	36–62	37–63	37–64	39–66	39–67	40–69	42–72	46–78	47–81	49–84
46–74	49–79	52–84	55–89	57–91	59–95	60–98	62–100	65–105	67–108	68–110	70–112	72–116	73–118	75–121	78–126	85–137	88–142	91–147
102–133	109–143	116–152	123–162	126–165	131–171	135–177	138–181	145–190	149–196	152–200	155–203	160–209	162–213	167–219	174–228	189–247	196–257	203–266
147–182	158–195	168–208	179–221	183–226	189–234	195–242	200–247	210–260	216–268	221–273	225–278	231–286	235–291	242–299	252–312	273–338	284–351	294–364
25–46	26–49	28–52	30–55	30–57	32–59	33–60	33–62	35–65	36–67	37–68	37–70	39–72	39–73	40–75	42–78	46–85	47–88	49–91
32–49	34–53	36–56	38–60	39–61	41–63	42–65	43–67	45–70	46–72	47–74	48–75	50–77	50–78	52–81	54–84	59–91	61–95	63–98
39–60	41–64	44–68	47–72	48–74	50–77	51–79	52–81	55–85	57–88	58–89	59–91	61–94	62–95	63–98	66–102	72–111	74–115	77–119
49–74	53–79	56–84	60–89	61–91	63–95	65–98	67–100	70–105	72–108	74–110	75–112	77–116	78–118	81–121	84–126	91–137	95–142	98–147
95–126	101–135	108–144	115–153	117–157	122–162	126–167	128–171	135–180	139–185	142–189	144–193	149–198	151–202	155–207	162–216	176–234	182–243	189–252
147–182	158–195	168–208	179–221	183–226	189–234	195–242	200–247	210–260	216–268	221–273	225–278	231–286	235–291	242–299	252–312	273–338	284–351	294–364
165–196	176–210	188–224	200–238	204–244	212–252	219–260	223–266	235–280	242–288	247–294	251–300	259–308	263–314	270–322	282–336	306–364	317–378	329–392
203–242	218–259	232–276	247–293	252–300	261–311	270–321	276–328	290–345	299–355	305–362	310–369	319–380	325–386	334–397	348–414	377–449	392–466	406–483
210–252	225–270	240–288	255–306	261–313	270–324	279–335	285–342	300–360	309–371	315–378	321–385	330–396	336–403	345–414	360–432	390–468	405–486	420–504
25–46	26–49	28–52	30–55	30–57	32–59	33–60	33–62	35–65	36–67	37–68	37–70	39–72	39–73	40–75	42–78	46–85	47–88	49–91
32–53	34–56	36–60	38–64	39–65	41–68	42–70	43–71	45–75	46–77	47–79	48–80	50–83	50–84	52–86	54–90	59–98	61–101	63–105
49–77	53–83	56–88	60–94	61–96	63–99	65–102	67–105	70–110	72–113	74–116	75–118	77–121	78–123	81–127	84–132	91–143	95–149	98–154
67–95	71–101	76–108	81–115	83–117	86–122	88–126	90–128	95–135	98–139	100–142	102–144	105–149	106–151	109–155	114–162	124–176	128–182	133–189
95–126	101–135	108–144	115–153	117–157	122–162	126–167	128–171	135–180	139–185	142–189	144–193	149–198	151–202	155–207	162–216	176–234	182–243	189–252
154–182	165–195	176–208	187–221	191–226	198–234	205–242	209–247	220–260	227–268	231–273	235–278	242–286	246–291	253–299	264–312	286–338	297–351	308–364
175–214	188–229	200–244	213–259	218–265	225–275	233–284	238–290	250–305	258–314	263–320	268–326	275–336	280–342	288–351	300–366	325–397	338–412	350–427
25–46	26–49	28–52	30–55	30–57	32–59	33–60	33–62	35–65	36–67	37–68	37–70	39–72	39–73	40–75	42–78	46–85	47–88	49–91
35–49	38–53	40–56	43–60	44–61	45–63	47–65	48–67	50–70	52–72	53–74	54–75	55–77	56–78	58–81	60–84	65–91	68–95	70–98
35–60	38–64	40–68	43–72	44–74	45–77	47–79	48–81	50–85	52–88	53–89	54–91	55–94	56–95	58–98	60–102	65–111	68–115	70–119
49–74	53–79	56–84	60–89	61–91	63–95	65–98	67–100	70–105	72–108	74–110	75–112	77–116	78–118	81–121	84–126	91–137	95–142	98–147
77–105	83–113	88–120	94–128	96–131	99–135	102–140	105–143	110–150	113–155	116–158	118–161	121–165	123–168	127–173	132–180	143–195	149–203	154–210
105–133	113–143	120–152	128–162	131–165	135–171	140–177	143–181	150–190	155–196	158–200	161–203	165–209	168–213	173–219	180–228	195–247	203–257	210–266
25–46	26–49	28–52	30–55	30–57	32–59	33–60	33–62	35–65	36–67	37–68	37–70	39–72	39–73	40–75	42–78	46–85	47–88	49–91
35–60	38–64	40–68	43–72	44–74	45–77	47–79	48–81	50–85	52–88	53–89	54–91	55–94	56–95	58–98	60–102	65–111	68–115	70–119
77–105	83–113	88–120	94–128	96–131	99–135	102–140	105–143	110–150	113–155	116–158	118–161	121–165	123–168	127–173	132–180	143–195	149–203	154–210
123–154	131–165	140–176	149–187	152–191	158–198	163–205	166–209	175–220	180–227	184–231	187–235	193–242	196–246	201–253	210–264	228–286	236–297	245–308
151–182	161–195	172–208	183–221	187–226	194–234	200–242	204–247	215–260	221–268	226–273	230–278	237–286	241–291	247–299	258–312	280–338	290–351	301–364
196–231	210–248	224–264	238–281	244–287	252–297	260–307	266–314	280–330	288–340	294–347	300–353	308–363	314–370	322–380	336–396	364–429	378–446	392–462
14–39	15–41	16–44	17–47	17–48	18–50	19–51	19–52	20–55	21–57	21–58	21–59	22–61	22–62	23–63	24–66	26–72	27–74	28–77
28–49	30–53	32–56	34–60	35–61	36–63	37–65	38–67	40–70	41–72	42–74	43–75	44–77	45–78	46–81	48–84	52–91	54–95	56–98
63–88	68–94	72–100	77–106	78–109	81–113	84–116	86–119	90–125	93–129	95–131	96–134	99–138	101–140	104–144	108–150	117–163	122–169	126–175
74–98	79–105	84–112	89–119	91–122	95–126	98–130	100–133	105–140	108–144	110–147	112–150	116–154	118–157	121–161	126–168	137–182	142–189	147–196
98–123	105–131	112–140	119–149	122–152	126–158	130–163	133–166	140–175	144–180	147–184	150–187	154–193	157–196	161–201	168–210	182–228	189–236	196–245
109–133	116–143	124–152	132–162	135–165	140–171	144–177	147–181	155–190	160–196	163–200	166–203	171–209	174–213	178–219	186–228	202–247	209–257	217–266
98–123	105–131	112–140	119–149	122–152	126–158	130–163	133–166	140–175	144–180	147–184	150–187	154–193	157–196	161–201	168–210	182–228	189–236	196–245
133–161	143–173	152–184	162–196	165–200	171–207	177–214	181–219	190–230	196–237	200–242	203–246	209–253	213–258	219–265	228–276	247–299	257–311	266–322
151–182	161–195	172–208	183–221	187–226	194–234	200–242	204–247	215–260	221–268	226–273	230–278	237–286	241–291	247–299	258–312	280–338	290–351	301–364
21–42	23–45	24–48	26–51	26–52	27–54	28–56	29–57	30–60	31–62	32–63	32–64	33–66	34–67	35–69	36–72	39–78	41–81	42–84
39–67	41–71	44–76	47–81	48–83	50–86	51–88	52–90	55–95	57–98	58–100	59–102	61–105	62–106	63–109	66–114	72–124	74–128	77–133
53–81	56–86	60–92	64–98	65–100	68–104	70–107	71–109	75–115	77–118	79–121	80–123	83–127	84–129	86–132	90–138	98–150	101–155	105–161
84–112	90–120	96–128	102–136	104–139	108–144	112–149	114–152	120–160	124–165	126–168	128–171	132–176	134–179	138–184	144–192	156–208	162–216	168–224
102–133	109–143	116–152	123–162	126–165	131–171	135–177	138–181	145–190	149–196	152–200	155–203	160–209	162–213	167–219	174–228	189–247	196–257	203–266
133–165	143–176	152–188	162–200	165–204	171–212	177–219	181–223	190–235	196–242	200–247	203–251	209–259	213–263	219–270	228–282	247–306	257–317	266–329
144–179	154–191	164–204	174–217	178–222	185–230	191–237	195–242	205–255	211–263	215–268	219–273	226–281	230–286	236–293	246–306	267–332	277–344	287–357
154–189	165–203	176–216	187–230	191–235	198–243	205–251	209–257	220–270	227–278	231–284	235–289	242–297	246–302	253–311	264–324	286–351	297–365	308–378
210–245	225–263	240–280	255–298	261–305	270–315	279–326	285–333	300–350	309–361	315–368	321–375	330–385	336–392	345–403	360–420	390–455	405–473	420–490
228–263	244–281	260–300	276–319	283–326	293–338	302–349	309–356	325–375	335–386	341–394	348–401	358–413	364–420	374–431	390–450	423–488	439–506	455–525



NOTE You'll see listings for helms and helmets. These are interchangeable and are also applicable to the circlet armor piece.



ARMOR RATINGS AND PREFIXES

Armor Type	Base AC	Ruined	Rusty	Tattered	Cracked	Worn	Tarnished	Tainted	Battle worn	Charred	Bronze	Cast Iron	Rugged	Reinforced	Padded	Sturdy	Strong	Elven
Cloth Armor	10	3	4	5	6	7	8	9	9	10	13	15	18	20	23	25	28	33
Cloth Boots	3	1	1	1	2	2	2	3	3	3	4	5	5	6	7	8	8	10
Cloth Gloves	3	1	1	1	2	2	2	3	3	3	4	5	5	6	7	8	8	10
Cloth Helm	3	1	1	1	2	2	2	3	3	3	4	5	5	6	7	8	8	10
Cloth Leggings	6	2	2	3	3	4	5	5	5	6	8	9	11	12	14	15	17	20
Burlap Armor	15	4	5	7	8	10	11	13	14	14	19	23	26	30	34	38	41	49
Burlap Boots	8	2	3	4	4	5	6	7	7	8	10	12	14	16	18	20	22	26
Burlap Gloves	8	2	3	4	4	5	6	7	7	8	10	12	14	16	18	20	22	26
Burlap Helm	8	2	3	4	4	5	6	7	7	8	10	12	14	16	18	20	22	26
Burlap Leggings	11	3	4	5	6	7	8	9	10	10	14	17	19	22	25	28	30	36
Woolen Armor	20	5	7	9	11	13	15	17	18	19	25	30	35	40	45	50	55	65
Woolen Boots	13	3	5	6	7	8	10	11	12	12	16	20	23	26	29	33	36	42
Woolen Gloves	13	3	5	6	7	8	10	11	12	12	16	20	23	26	29	33	36	42
Woolen Helm	13	3	5	6	7	8	10	11	12	12	16	20	23	26	29	33	36	42
Woolen Leggings	16	4	6	7	9	10	12	14	14	15	20	24	28	32	36	40	44	52
Silk Armor	25	6	9	11	14	16	19	21	23	24	31	38	44	50	56	63	69	81
Silk Boots	18	5	6	8	10	12	14	15	16	17	23	27	32	36	41	45	50	59
Silk Gloves	18	5	6	8	10	12	14	15	16	17	23	27	32	36	41	45	50	59
Silk Helm	18	5	6	8	10	12	14	15	16	17	23	27	32	36	41	45	50	59
Silk Leggings	21	5	7	9	12	14	16	18	19	20	26	32	37	42	47	53	58	68
Linen Armor	30	8	11	14	17	20	23	26	27	29	38	45	53	60	68	75	83	98
Linen Boots	23	6	8	10	13	15	17	20	21	22	29	35	40	46	52	58	63	75
Linen Gloves	23	6	8	10	13	15	17	20	21	22	29	35	40	46	52	58	63	75
Linen Helm	23	6	8	10	13	15	17	20	21	22	29	35	40	46	52	58	63	75
Linen Leggings	26	7	9	12	14	17	20	22	23	25	33	39	46	52	59	65	72	85
Warveil Armor	35	9	12	16	19	23	26	30	32	33	44	53	61	70	79	88	96	114
Warveil Boots	28	7	10	13	15	18	21	24	25	27	35	42	49	56	63	70	77	91
Warveil Gloves	28	7	10	13	15	18	21	24	25	27	35	42	49	56	63	70	77	91
Warveil Helm	28	7	10	13	15	18	21	24	25	27	35	42	49	56	63	70	77	91
Warveil Leggings	31	8	11	14	17	20	23	26	28	29	39	47	54	62	70	78	85	101
Cryo Silk Armor	40	10	14	18	22	26	30	34	36	38	50	60	70	80	90	100	110	130
Cryo Silk Boots	33	8	12	15	18	21	25	28	30	31	41	50	58	66	74	83	91	107
Cryo Silk Gloves	33	8	12	15	18	21	25	28	30	31	41	50	58	66	74	83	91	107
Cryo Silk Helm	33	8	12	15	18	21	25	28	30	31	41	50	58	66	74	83	91	107
Cryo Silk Leggings	36	9	13	16	20	23	27	31	32	34	45	54	63	72	81	90	99	117
Velvet Armor	45	11	16	20	25	29	34	38	41	43	56	68	79	90	101	113	124	146
Velvet Boots	39	10	14	18	21	25	29	33	35	37	49	59	68	78	88	98	107	127
Velvet Gloves	39	10	14	18	21	25	29	33	35	37	49	59	68	78	88	98	107	127
Velvet Helm	39	10	14	18	21	25	29	33	35	37	49	59	68	78	88	98	107	127
Velvet Leggings	41	10	14	18	23	27	31	35	37	39	51	62	72	82	92	103	113	133
Ember Silk Armor	50	13	18	23	28	33	38	43	45	48	63	75	88	100	113	125	138	163
Ember Silk Boots	44	11	15	20	24	29	33	37	40	42	55	66	77	88	99	110	121	143
Ember Silk Gloves	44	11	15	20	24	29	33	37	40	42	55	66	77	88	99	110	121	143
Ember Silk Helm	44	11	15	20	24	29	33	37	40	42	55	66	77	88	99	110	121	143
Ember Silk Leggings	46	12	16	21	25	30	35	39	41	44	58	69	81	92	104	115	127	150
Gossamer Armor	55	14	19	25	30	36	41	47	50	52	69	83	96	110	124	138	151	179
Gossamer Boots	49	12	17	22	27	32	37	42	44	47	61	74	86	98	110	123	135	159
Gossamer Gloves	49	12	17	22	27	32	37	42	44	47	61	74	86	98	110	123	135	159
Gossamer Helm	49	12	17	22	27	32	37	42	44	47	61	74	86	98	110	123	135	159
Gossamer Leggings	51	13	18	23	28	33	38	43	46	48	64	77	89	102	115	128	140	166
Damask Armor	60	15	21	27	33	39	45	51	54	57	75	90	105	120	135	150	165	195
Damask Boots	54	14	19	24	30	35	41	46	49	51	68	81	95	108	122	135	149	176
Damask Gloves	54	14	19	24	30	35	41	46	49	51	68	81	95	108	122	135	149	176
Damask Helm	54	14	19	24	30	35	41	46	49	51	68	81	95	108	122	135	149	176
Damask Leggings	56	14	20	25	31	36	42	48	50	53	70	84	98	112	126	140	154	182
Steel Silk Armor	65	16	23	29	36	42	49	55	59	62	81	98	114	130	146	163	179	211
Steel Silk Boots	59	15	21	27	32	38	44	50	53	56	74	89	103	118	133	148	162	192
Steel Silk Gloves	59	15	21	27	32	38	44	50	53	56	74	89	103	118	133	148	162	192
Steel Silk Helm	59	15	21	27	32	38	44	50	53	56	74	89	103	118	133	148	162	192
Steel Silk Leggings	61	15	21	27	34	40	46	52	55	58	76	92	107	122	137	153	168	198
Hide Armor	15	4	5	7	8	10	11	13	14	14	19	23	26	30	34	38	41	49
Hide Boots	5	1	2	2	3	3	4	4	5	5	6	8	9	10	11	13	14	16
Hide Gloves	5	1	2	2	3	3	4	4	5	5	6	8	9	10	11	13	14	16
Hide Helmet	5	1	2	2	3	3	4	4	5	5	6	8	9	10	11	13	14	16
Hide Leggings	8	2	3	4	4	5	6	7	7	8	10	12	14	16	18	20	22	26



Dwarven	Alloy	Master Work	Tier' Dal	Combine	Fine Steel	Fier 'Dal	Encrusted	Steel War	Fortified	Imbued	Silver War	Silverish	Velium	Hulking	Ancient	Obsidian	Titan	Shadowed
35	38	40	43	44	45	47	50	52	53	54	55	56	58	60	65	67	68	70
11	11	12	13	13	14	14	15	15	16	16	17	17	17	18	20	20	20	21
11	11	12	13	13	14	14	15	15	16	16	17	17	17	18	20	20	20	21
11	11	12	13	13	14	14	15	15	16	16	17	17	17	18	20	20	20	21
21	23	24	26	26	27	28	30	31	32	32	33	34	35	36	39	40	41	42
53	56	60	64	65	68	70	75	77	79	80	83	84	86	90	98	100	101	105
28	30	32	34	35	36	37	40	41	42	43	44	45	46	48	52	53	54	56
28	30	32	34	35	36	37	40	41	42	43	44	45	46	48	52	53	54	56
28	30	32	34	35	36	37	40	41	42	43	44	45	46	48	52	53	54	56
39	41	44	47	48	50	51	55	57	58	59	61	62	63	66	72	73	74	77
70	75	80	85	87	90	93	100	103	105	107	110	112	115	120	130	133	135	140
46	49	52	55	57	59	60	65	67	68	70	72	73	75	78	85	86	88	91
46	49	52	55	57	59	60	65	67	68	70	72	73	75	78	85	86	88	91
46	49	52	55	57	59	60	65	67	68	70	72	73	75	78	85	86	88	91
56	60	64	68	70	72	74	80	82	84	86	88	90	92	96	104	106	108	112
88	94	100	106	109	113	116	125	129	131	134	138	140	144	150	163	166	169	175
63	68	72	77	78	81	84	90	93	95	96	99	101	104	108	117	120	122	126
63	68	72	77	78	81	84	90	93	95	96	99	101	104	108	117	120	122	126
63	68	72	77	78	81	84	90	93	95	96	99	101	104	108	117	120	122	126
74	79	84	89	91	95	98	105	108	110	112	116	118	121	126	137	140	142	147
105	113	120	128	131	135	140	150	155	158	161	165	168	173	180	195	200	203	210
81	86	92	98	100	104	107	115	118	121	123	127	129	132	138	150	153	155	161
81	86	92	98	100	104	107	115	118	121	123	127	129	132	138	150	153	155	161
81	86	92	98	100	104	107	115	118	121	123	127	129	132	138	150	153	155	161
91	98	104	111	113	117	121	130	134	137	139	143	146	150	156	169	173	176	182
123	131	140	149	152	158	163	175	180	184	187	193	196	201	210	228	233	236	245
98	105	112	119	122	126	130	140	144	147	150	154	157	161	168	182	186	189	196
98	105	112	119	122	126	130	140	144	147	150	154	157	161	168	182	186	189	196
98	105	112	119	122	126	130	140	144	147	150	154	157	161	168	182	186	189	196
109	116	124	132	135	140	144	155	160	163	166	171	174	178	186	202	206	209	217
140	150	160	170	174	180	186	200	206	210	214	220	224	230	240	260	266	270	280
116	124	132	140	144	149	153	165	170	173	177	182	185	190	198	215	219	223	231
116	124	132	140	144	149	153	165	170	173	177	182	185	190	198	215	219	223	231
116	124	132	140	144	149	153	165	170	173	177	182	185	190	198	215	219	223	231
126	135	144	153	157	162	167	180	185	189	193	198	202	207	216	234	239	243	252
158	169	180	191	196	203	209	225	232	236	241	248	252	259	270	293	299	304	315
137	146	156	166	170	176	181	195	201	205	209	215	218	224	234	254	259	263	273
137	146	156	166	170	176	181	195	201	205	209	215	218	224	234	254	259	263	273
137	146	156	166	170	176	181	195	201	205	209	215	218	224	234	254	259	263	273
144	154	164	174	178	185	191	205	211	215	219	226	230	236	246	267	273	277	287
175	188	200	213	218	225	233	250	258	263	268	275	280	288	300	325	333	338	350
154	165	176	187	191	198	205	220	227	231	235	242	246	253	264	286	293	297	308
154	165	176	187	191	198	205	220	227	231	235	242	246	253	264	286	293	297	308
154	165	176	187	191	198	205	220	227	231	235	242	246	253	264	286	293	297	308
161	173	184	196	200	207	214	230	237	242	246	253	258	265	276	299	306	311	322
193	206	220	234	239	248	256	275	283	289	294	303	308	316	330	358	366	371	385
172	184	196	208	213	221	228	245	252	257	262	270	274	282	294	319	326	331	343
172	184	196	208	213	221	228	245	252	257	262	270	274	282	294	319	326	331	343
172	184	196	208	213	221	228	245	252	257	262	270	274	282	294	319	326	331	343
179	191	204	217	222	230	237	255	263	268	273	281	286	293	306	332	339	344	357
210	225	240	255	261	270	279	300	309	315	321	330	336	345	360	390	399	405	420
189	203	216	230	235	243	251	270	278	284	289	297	302	311	324	351	359	365	378
189	203	216	230	235	243	251	270	278	284	289	297	302	311	324	351	359	365	378
189	203	216	230	235	243	251	270	278	284	289	297	302	311	324	351	359	365	378
196	210	224	238	244	252	260	280	288	294	300	308	314	322	336	364	372	378	392
228	244	260	276	283	293	302	325	335	341	348	358	364	374	390	423	432	439	455
207	221	236	251	257	266	274	295	304	310	316	325	330	339	354	384	392	398	413
207	221	236	251	257	266	274	295	304	310	316	325	330	339	354	384	392	398	413
207	221	236	251	257	266	274	295	304	310	316	325	330	339	354	384	392	398	413
214	229	244	259	265	275	284	305	314	320	326	336	342	351	366	397	406	412	427
53	56	60	64	65	68	70	75	77	79	80	83	84	86	90	98	100	101	105
18	19	20	21	22	23	23	25	26	26	27	28	28	29	30	33	33	34	35
18	19	20	21	22	23	23	25	26	26	27	28	28	29	30	33	33	34	35
18	19	20	21	22	23	23	25	26	26	27	28	28	29	30	33	33	34	35
28	30	32	34	35	36	37	40	41	42	43	44	45	46	48	52	53	54	56

ARMOR RATINGS AND PREFIXES continued

Armor Type	Base AC	Ruined	Rusty	Tattered	Cracked	Worn	Tarnished	Tainted	Battle worn	Charred	Bronze	Cast Iron	Rugged	Reinforced	Padded	Sturdy	Strong	Elven
Padded Armor	20	5	7	9	11	13	15	17	18	19	25	30	35	40	45	50	55	65
Padded Boots	10	3	4	5	6	7	8	9	9	10	13	15	18	20	23	25	28	33
Padded Gloves	10	3	4	5	6	7	8	9	9	10	13	15	18	20	23	25	28	33
Padded Helmet	10	3	4	5	6	7	8	9	9	10	13	15	18	20	23	25	28	33
Padded Leggings	13	3	5	6	7	8	10	11	12	12	16	20	23	26	29	33	36	42
Quilted Armor	25	6	9	11	14	16	19	21	23	24	31	38	44	50	56	63	69	81
Quilted Boots	15	4	5	7	8	10	11	13	14	14	19	23	26	30	34	38	41	49
Quilted Gloves	15	4	5	7	8	10	11	13	14	14	19	23	26	30	34	38	41	49
Quilted Helmet	15	4	5	7	8	10	11	13	14	14	19	23	26	30	34	38	41	49
Quilted Leggings	18	5	6	8	10	12	14	15	16	17	23	27	32	36	41	45	50	59
Leather Armor	30	8	11	14	17	20	23	26	27	29	38	45	53	60	68	75	83	98
Leather Boots	20	5	7	9	11	13	15	17	18	19	25	30	35	40	45	50	55	65
Leather Gloves	20	5	7	9	11	13	15	17	18	19	25	30	35	40	45	50	55	65
Leather Helmet	20	5	7	9	11	13	15	17	18	19	25	30	35	40	45	50	55	65
Leather Leggings	23	6	8	10	13	15	17	20	21	22	29	35	40	46	52	58	63	75
Studded Leather Armor	35	9	12	16	19	23	26	30	32	33	44	53	61	70	79	88	96	114
Studded Leather Boots	25	6	9	11	14	16	19	21	23	24	31	38	44	50	56	63	69	81
Studded Leather Gloves	25	6	9	11	14	16	19	21	23	24	31	38	44	50	56	63	69	81
Studded Leather Helmet	25	6	9	11	14	16	19	21	23	24	31	38	44	50	56	63	69	81
Studded Leather Leggings	28	7	10	13	15	18	21	24	25	27	35	42	49	56	63	70	77	91
Ringmail	40	10	14	18	22	26	30	34	36	38	50	60	70	80	90	100	110	130
Ringmail Boots	30	8	11	14	17	20	23	26	27	29	38	45	53	60	68	75	83	98
Ringmail Gloves	30	8	11	14	17	20	23	26	27	29	38	45	53	60	68	75	83	98
Ringmail Helmet	30	8	11	14	17	20	23	26	27	29	38	45	53	60	68	75	83	98
Ringmail Leggings	32	8	11	14	18	21	24	27	29	30	40	48	56	64	72	80	88	104
Scalemail	45	11	16	20	25	29	34	38	41	43	56	68	79	90	101	113	124	146
Scalemail Boots	35	9	12	16	19	23	26	30	32	33	44	53	61	70	79	88	96	114
Scalemail Gloves	35	9	12	16	19	23	26	30	32	33	44	53	61	70	79	88	96	114
Scalemail Helmet	35	9	12	16	19	23	26	30	32	33	44	53	61	70	79	88	96	114
Scalemail Leggings	37	9	13	17	20	24	28	31	33	35	46	56	65	74	83	93	102	120
Banded	50	13	18	23	28	33	38	43	45	48	63	75	88	100	113	125	138	163
Banded Boots	40	10	14	18	22	26	30	34	36	38	50	60	70	80	90	100	110	130
Banded Gloves	40	10	14	18	22	26	30	34	36	38	50	60	70	80	90	100	110	130
Banded Helmet	40	10	14	18	22	26	30	34	36	38	50	60	70	80	90	100	110	130
Banded Leggings	42	11	15	19	23	27	32	36	38	40	53	63	74	84	95	105	116	137
Chainmail	55	14	19	25	30	36	41	47	50	52	69	83	96	110	124	138	151	179
Chain Boots	45	11	16	20	25	29	34	38	41	43	56	68	79	90	101	113	124	146
Chain Gloves	45	11	16	20	25	29	34	38	41	43	56	68	79	90	101	113	124	146
Chain Helmet	45	11	16	20	25	29	34	38	41	43	56	68	79	90	101	113	124	146
Chain Leggings	47	12	16	21	26	31	35	40	42	45	59	71	82	94	106	118	129	153
Splint	60	15	21	27	33	39	45	51	54	57	75	90	105	120	135	150	165	195
Splint Boots	50	13	18	23	28	33	38	43	45	48	63	75	88	100	113	125	138	163
Splint Gloves	50	13	18	23	28	33	38	43	45	48	63	75	88	100	113	125	138	163
Splint Helmet	50	13	18	23	28	33	38	43	45	48	63	75	88	100	113	125	138	163
Splint Leggings	52	13	18	23	29	34	39	44	47	49	65	78	91	104	117	130	143	169
Platemail	65	16	23	29	36	42	49	55	59	62	81	98	114	130	146	163	179	211
Plate Boots	55	14	19	25	30	36	41	47	50	52	69	83	96	110	124	138	151	179
Plate Gloves	55	14	19	25	30	36	41	47	50	52	69	83	96	110	124	138	151	179
Plate Helmet	55	14	19	25	30	36	41	47	50	52	69	83	96	110	124	138	151	179
Plate Leggings	57	14	20	26	31	37	43	48	51	54	71	86	100	114	128	143	157	185
Imperial	70	18	25	32	39	46	53	60	63	67	88	105	123	140	158	175	193	228
Imperial Boots	60	15	21	27	33	39	45	51	54	57	75	90	105	120	135	150	165	195
Imperial Gloves	60	15	21	27	33	39	45	51	54	57	75	90	105	120	135	150	165	195
Imperial Helmet	60	15	21	27	33	39	45	51	54	57	75	90	105	120	135	150	165	195
Imperial Leggings	62	16	22	28	34	40	47	53	56	59	78	93	109	124	140	155	171	202
Rathe Steel	75	19	26	34	41	49	56	64	68	71	94	113	131	150	169	188	206	244
Rathe Steel Boots	65	16	23	29	36	42	49	55	59	62	81	98	114	130	146	163	179	211
Rathe Steel Gloves	65	16	23	29	36	42	49	55	59	62	81	98	114	130	146	163	179	211
Rathe Steel Helmet	65	16	23	29	36	42	49	55	59	62	81	98	114	130	146	163	179	211
Rathe Steel Leggings	67	17	23	30	37	44	50	57	60	64	84	101	117	134	151	168	184	218



Dwarven	Alloy	Master Work	Tier' Dal	Combine	Fine Steel	Fier 'Dal	Encrusted	Steel War	Fortified	Imbued	Silver War	Silverish	Velium	Hulking	Ancient	Obsidian	Titan	Shadowed
70	75	80	85	87	90	93	100	103	105	107	110	112	115	120	130	133	135	140
35	38	40	43	44	45	47	50	52	53	54	55	56	58	60	65	67	68	70
35	38	40	43	44	45	47	50	52	53	54	55	56	58	60	65	67	68	70
35	38	40	43	44	45	47	50	52	53	54	55	56	58	60	65	67	68	70
46	49	52	55	57	59	60	65	67	68	70	72	73	75	78	85	86	88	91
88	94	100	106	109	113	116	125	129	131	134	138	140	144	150	163	166	169	175
53	56	60	64	65	68	70	75	77	79	80	83	84	86	90	98	100	101	105
53	56	60	64	65	68	70	75	77	79	80	83	84	86	90	98	100	101	105
53	56	60	64	65	68	70	75	77	79	80	83	84	86	90	98	100	101	105
63	68	72	77	78	81	84	90	93	95	96	99	101	104	108	117	120	122	126
105	113	120	128	131	135	140	150	155	158	161	165	168	173	180	195	200	203	210
70	75	80	85	87	90	93	100	103	105	107	110	112	115	120	130	133	135	140
70	75	80	85	87	90	93	100	103	105	107	110	112	115	120	130	133	135	140
70	75	80	85	87	90	93	100	103	105	107	110	112	115	120	130	133	135	140
81	86	92	98	100	104	107	115	118	121	123	127	129	132	138	150	153	155	161
123	131	140	149	152	158	163	175	180	184	187	193	196	201	210	228	233	236	245
88	94	100	106	109	113	116	125	129	131	134	138	140	144	150	163	166	169	175
88	94	100	106	109	113	116	125	129	131	134	138	140	144	150	163	166	169	175
88	94	100	106	109	113	116	125	129	131	134	138	140	144	150	163	166	169	175
98	105	112	119	122	126	130	140	144	147	150	154	157	161	168	182	186	189	196
140	150	160	170	174	180	186	200	206	210	214	220	224	230	240	260	266	270	280
105	113	120	128	131	135	140	150	155	158	161	165	168	173	180	195	200	203	210
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112	120	128	136	139	144	149	160	165	168	171	176	179	184	192	208	213	216	224
158	169	180	191	196	203	209	225	232	236	241	248	252	259	270	293	299	304	315
123	131	140	149	152	158	163	175	180	184	187	193	196	201	210	228	233	236	245
123	131	140	149	152	158	163	175	180	184	187	193	196	201	210	228	233	236	245
123	131	140	149	152	158	163	175	180	184	187	193	196	201	210	228	233	236	245
130	139	148	157	161	167	172	185	191	194	198	204	207	213	222	241	246	250	259
175	188	200	213	218	225	233	250	258	263	268	275	280	288	300	325	333	338	350
140	150	160	170	174	180	186	200	206	210	214	220	224	230	240	260	266	270	280
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140	150	160	170	174	180	186	200	206	210	214	220	224	230	240	260	266	270	280
147	158	168	179	183	189	195	210	216	221	225	231	235	242	252	273	279	284	294
193	206	220	234	239	248	256	275	283	289	294	303	308	316	330	358	366	371	385
158	169	180	191	196	203	209	225	232	236	241	248	252	259	270	293	299	304	315
158	169	180	191	196	203	209	225	232	236	241	248	252	259	270	293	299	304	315
158	169	180	191	196	203	209	225	232	236	241	248	252	259	270	293	299	304	315
165	176	188	200	204	212	219	235	242	247	251	259	263	270	282	306	313	317	329
210	225	240	255	261	270	279	300	309	315	321	330	336	345	360	390	399	405	420
175	188	200	213	218	225	233	250	258	263	268	275	280	288	300	325	333	338	350
175	188	200	213	218	225	233	250	258	263	268	275	280	288	300	325	333	338	350
175	188	200	213	218	225	233	250	258	263	268	275	280	288	300	325	333	338	350
182	195	208	221	226	234	242	260	268	273	278	286	291	299	312	338	346	351	364
228	244	260	276	283	293	302	325	335	341	348	358	364	374	390	423	432	439	455
193	206	220	234	239	248	256	275	283	289	294	303	308	316	330	358	366	371	385
193	206	220	234	239	248	256	275	283	289	294	303	308	316	330	358	366	371	385
193	206	220	234	239	248	256	275	283	289	294	303	308	316	330	358	366	371	385
200	214	228	242	248	257	265	285	294	299	305	314	319	328	342	371	379	385	399
245	263	280	298	305	315	326	350	361	368	375	385	392	403	420	455	466	473	490
210	225	240	255	261	270	279	300	309	315	321	330	336	345	360	390	399	405	420
210	225	240	255	261	270	279	300	309	315	321	330	336	345	360	390	399	405	420
210	225	240	255	261	270	279	300	309	315	321	330	336	345	360	390	399	405	420
217	233	248	264	270	279	288	310	319	326	332	341	347	357	372	403	412	419	434
263	281	300	319	326	338	349	375	386	394	401	413	420	431	450	488	499	506	525
228	244	260	276	283	293	302	325	335	341	348	358	364	374	390	423	432	439	455
228	244	260	276	283	293	302	325	335	341	348	358	364	374	390	423	432	439	455
228	244	260	276	283	293	302	325	335	341	348	358	364	374	390	423	432	439	455
235	251	268	285	291	302	312	335	345	352	358	369	375	385	402	436	446	452	469

SHIELD RATINGS AND PREFIXES

Shield Type	Base AC	Ruined	Rusty	Tattered	Cracked	Worn	Tarnished	Tainted	Battle Worn	Charred	Bronze	Cast Iron	Rugged	Reinforced	Padded	Sturdy	Strong	Elven
Patchwork Shield	2	1	1	1	1	1	2	2	2	2	3	3	4	4	5	5	6	7
Wooden Shield	4	1	1	2	2	3	3	3	4	4	5	6	7	8	9	10	11	13
Bronze Shield	5	1	2	2	3	3	4	4	5	5	6	8	9	10	11	13	14	16
Buckler Shield	6	2	2	3	3	4	5	5	5	6	8	9	11	12	14	15	17	20
Steel Shield	8	2	3	4	4	5	6	7	7	8	10	12	14	16	18	20	22	26
Round Shield	10	3	4	5	6	7	8	9	9	10	13	15	18	20	23	25	28	33
Canopy Shield	10	3	4	5	6	7	8	9	9	10	13	15	18	20	23	25	28	33
Etched Shield	10	3	4	5	6	7	8	9	9	10	13	15	18	20	23	25	28	33
Small Shield	12	3	4	5	7	8	9	10	11	11	15	18	21	24	27	30	33	39
Scale Shield	12	3	4	5	7	8	9	10	11	11	15	18	21	24	27	30	33	39
Iron Shield	14	4	5	6	8	9	11	12	13	13	18	21	25	28	32	35	39	46
Short Shield	16	4	6	7	9	10	12	14	14	15	20	24	28	32	36	40	44	52
Mane Shield	16	4	6	7	9	10	12	14	14	15	20	24	28	32	36	40	44	52
Runed Shield	18	5	6	8	10	12	14	15	16	17	23	27	32	36	41	45	50	59
Thorn Shield	18	5	6	8	10	12	14	15	16	17	23	27	32	36	41	45	50	59
Partial Shield	20	5	7	9	11	13	15	17	18	19	25	30	35	40	45	50	55	65
Tiered Shield	20	5	7	9	11	13	15	17	18	19	25	30	35	40	45	50	55	65
Scaled Shield	22	6	8	10	12	14	17	19	20	21	28	33	39	44	50	55	61	72
Half Shield	22	6	8	10	12	14	17	19	20	21	28	33	39	44	50	55	61	72
Bark Shield	24	6	8	11	13	16	18	20	22	23	30	36	42	48	54	60	66	78
Ornamental Shield	24	6	8	11	13	16	18	20	22	23	30	36	42	48	54	60	66	78
Moon Shield	26	7	9	12	14	17	20	22	23	25	33	39	46	52	59	65	72	85
Square Shield	26	7	9	12	14	17	20	22	23	25	33	39	46	52	59	65	72	85
Kite Shield	28	7	10	13	15	18	21	24	25	27	35	42	49	56	63	70	77	91
Earthen Shield	28	7	10	13	15	18	21	24	25	27	35	42	49	56	63	70	77	91
Tri Shield	30	8	11	14	17	20	23	26	27	29	38	45	53	60	68	75	83	98
Balanced Shield	32	8	11	14	18	21	24	27	29	30	40	48	56	64	72	80	88	104
Emblazoned Shield	32	8	11	14	18	21	24	27	29	30	40	48	56	64	72	80	88	104
Curved Shield	34	9	12	15	19	22	26	29	31	32	43	51	60	68	77	85	94	111
Nove Shield	34	9	12	15	19	22	26	29	31	32	43	51	60	68	77	85	94	111
Crested Shield	36	9	13	16	20	23	27	31	32	34	45	54	63	72	81	90	99	117
Bloodiron Shield	36	9	13	16	20	23	27	31	32	34	45	54	63	72	81	90	99	117
Flat Shield	38	10	13	17	21	25	29	32	34	36	48	57	67	76	86	95	105	124
Spiked Shield	40	10	14	18	22	26	30	34	36	38	50	60	70	80	90	100	110	130
Tower Shield	42	11	15	19	23	27	32	36	38	40	53	63	74	84	95	105	116	137
Targ Shield	44	11	15	20	24	29	33	37	40	42	55	66	77	88	99	110	121	143
Evergreen Shield	46	12	16	21	25	30	35	39	41	44	58	69	81	92	104	115	127	150
Large Shield	48	12	17	22	26	31	36	41	43	46	60	72	84	96	108	120	132	156
Skeletal Shield	50	13	18	23	28	33	38	43	45	48	63	75	88	100	113	125	138	163
Full Shield	50	13	18	23	28	33	38	43	45	48	63	75	88	100	113	125	138	163
Tall Shield	52	13	18	23	29	34	39	44	47	49	65	78	91	104	117	130	143	169
Bone Shield	54	14	19	24	30	35	41	46	49	51	68	81	95	108	122	135	149	176
Stone Shield	56	14	20	25	31	36	42	48	50	53	70	84	98	112	126	140	154	182
Treant Shield	56	14	20	25	31	36	42	48	50	53	70	84	98	112	126	140	154	182
Shell Shield	58	15	20	26	32	38	44	49	52	55	73	87	102	116	131	145	160	189
Darkwood Shield	62	16	22	28	34	40	47	53	56	59	78	93	109	124	140	155	171	202
Great Shield	64	16	22	29	35	42	48	54	58	61	80	96	112	128	144	160	176	208
Plated Shield	66	17	23	30	36	43	50	56	59	63	83	99	116	132	149	165	182	215

The Suffixes Table

Now that we've explained how to interpret the prefixes for armor and weapons, let's look at the suffixes. This table is smaller since we don't have to list every item. The suffixes are tacked on to the end of an item's name. Some suffixes, however, will never be associated with certain types of items. The suffix "warding" for instance, is only attached to items such as a choker of warder, but not armor or weapons. This information is reflected in the table below.

SUFFIXES

Suffix	Effect on Weapons	Effect on Armor	Effect on Items
Embers	Fire Damage 10–15	Resist Fire 10 %	Resist Fire 12%
Flame	Fire Damage 16–25	Resist Fire 20 %	Resist Fire 24%
Fire	Fire Damage 22–35	Resist Fire 30 %	Resist Fire 34%
Blaze	Fire Damage 37–45	Resist Fire 40 %	Resist Fire 45%
Inferno	Fire Damage 42–70	Resist Fire 60 %	Resist Fire 55%
Sleet	Cold Damage 7–12	Resist Cold 10 %	Resist Cold 10
Hail	Cold Damage 14–23	Resist Cold 20 %	Resist Cold 20
Cold	Cold Damage 20–31	Resist Cold 25 %	Resist Cold 30
Frost	Cold Damage 34–40	Resist Cold 32 %	Resist Cold 37
Freezing	Cold Damage 42–50	Resist Cold 45 %	Resist Cold 48
Tainting	Poison Damage 8–13	Resist Poison 12 %	Resist Poison 25 %
Acidity	Poison Damage 14–23	Resist Poison 24 %	Resist Poison 30 %
Poison	Poison Damage 24–30	Resist Poison 30 %	Resist Poison 37 %
Venom	Poison Damage 35–41	Resist Poison 37 %	Resist Poison 45 %
Toxin	Poison Damage 40–51	Resist Poison 45 %	Resist Poison 50 %

Suffix	Effect on Weapons	Effect on Armor	Effect on Items
Tainted Haze	Very Small Poison Cloud 8 %	Resist Poison 10 %	Resist Poison 23 %
Acidic Mist	Small Poison Cloud 10 %	Resist Poison 20 %	Resist Poison 28 %
Poison Cloud	Medium Poison Cloud 10 %	Resist Poison 30 %	Resist Poison 35 %
Venom Spray	Large Poison Cloud 10 %	Resist Poison 35 %	Resist Poison 42 %
Toxic Brume	Large Poison Cloud 17 %	Resist Poison 42 %	Resist Poison 47 %
Jolts	Shock Damage 6–12	Resist Magic 8 %	Resist Magic 10 %
Volts	Shock Damage 13–19	Resist Magic 15 %	Resist Magic 18 %
Shock	Shock Damage 22–30	Resist Magic 20 %	Resist Magic 23 %
Current	Shock Damage 32–40	Resist Magic 30 %	Resist Magic 32 %
Lightning	Shock Damage 42–49	Resist Magic 35 %	Resist Magic 37 %
Depletion	—	Resist Magic 20 %	Resist Magic 20 %
Dispersion	—	Resist Magic 30 %	Resist Magic 37 %
Dissipation	—	Resist Magic 45 %	Resist Magic 47 %
Negation	—	Resist Magic 55 %	Resist Magic 56 %
Dissolution	—	Resist Magic 65 %	Resist Magic 70 %



Dwarven	Alloy	Master Work	Tier' Dal	Combine	Fine Steel	Fier 'Dal	Encrusted	Steel Steel	Fortified	Imbued	Silver War	Silverish	Velium	Hulking	Ancient	Obsidian	Titan	Shadowed
7	8	8	9	9	9	9	10	10	11	11	11	11	12	12	13	13	14	14
14	15	16	17	17	18	19	20	21	21	21	22	22	23	24	26	27	27	28
18	19	20	21	22	23	23	25	26	26	27	28	28	29	30	33	33	34	35
21	23	24	26	26	27	28	30	31	32	32	33	34	35	36	39	40	41	42
28	30	32	34	35	36	37	40	41	42	43	44	45	46	48	52	53	54	56
35	38	40	43	44	45	47	50	52	53	54	55	56	58	60	65	67	68	70
35	38	40	43	44	45	47	50	52	53	54	55	56	58	60	65	67	68	70
35	38	40	43	44	45	47	50	52	53	54	55	56	58	60	65	67	68	70
42	45	48	51	52	54	56	60	62	63	64	66	67	69	72	78	80	81	84
42	45	48	51	52	54	56	60	62	63	64	66	67	69	72	78	80	81	84
49	53	56	60	61	63	65	70	72	74	75	77	78	81	84	91	93	95	98
56	60	64	68	70	72	74	80	82	84	86	88	90	92	96	104	106	108	112
56	60	64	68	70	72	74	80	82	84	86	88	90	92	96	104	106	108	112
63	68	72	77	78	81	84	90	93	95	96	99	101	104	108	117	120	122	126
63	68	72	77	78	81	84	90	93	95	96	99	101	104	108	117	120	122	126
70	75	80	85	87	90	93	100	103	105	107	110	112	115	120	130	133	135	140
70	75	80	85	87	90	93	100	103	105	107	110	112	115	120	130	133	135	140
77	83	88	94	96	99	102	110	113	116	118	121	123	127	132	143	146	149	154
77	83	88	94	96	99	102	110	113	116	118	121	123	127	132	143	146	149	154
84	90	96	102	104	108	112	120	124	126	128	132	134	138	144	156	160	162	168
84	90	96	102	104	108	112	120	124	126	128	132	134	138	144	156	160	162	168
91	98	104	111	113	117	121	130	134	137	139	143	146	150	156	169	173	176	182
91	98	104	111	113	117	121	130	134	137	139	143	146	150	156	169	173	176	182
98	105	112	119	122	126	130	140	144	147	150	154	157	161	168	182	186	189	196
98	105	112	119	122	126	130	140	144	147	150	154	157	161	168	182	186	189	196
105	113	120	128	131	135	140	150	155	158	161	165	168	173	180	195	200	203	210
112	120	128	136	139	144	149	160	165	168	171	176	179	184	192	208	213	216	224
112	120	128	136	139	144	149	160	165	168	171	176	179	184	192	208	213	216	224
119	128	136	145	148	153	158	170	175	179	182	187	190	196	204	221	226	230	238
119	128	136	145	148	153	158	170	175	179	182	187	190	196	204	221	226	230	238
126	135	144	153	157	162	167	180	185	189	193	198	202	207	216	234	239	243	252
126	135	144	153	157	162	167	180	185	189	193	198	202	207	216	234	239	243	252
133	143	152	162	165	171	177	190	196	200	203	209	213	219	228	247	253	257	266
140	150	160	170	174	180	186	200	206	210	214	220	224	230	240	260	266	270	280
147	158	168	179	183	189	195	210	216	221	225	231	235	242	252	273	279	284	294
154	165	176	187	191	198	205	220	227	231	235	242	246	253	264	286	293	297	308
161	173	184	196	200	207	214	230	237	242	246	253	258	265	276	299	306	311	322
168	180	192	204	209	216	223	240	247	252	257	264	269	276	288	312	319	324	336
175	188	200	213	218	225	233	250	258	263	268	275	280	288	300	325	333	338	350
175	188	200	213	218	225	233	250	258	263	268	275	280	288	300	325	333	338	350
182	195	208	221	226	234	242	260	268	273	278	286	291	299	312	338	346	351	364
189	203	216	230	235	243	251	270	278	284	289	297	302	311	324	351	359	365	378
196	210	224	238	244	252	260	280	288	294	300	308	314	322	336	364	372	378	392
196	210	224	238	244	252	260	280	288	294	300	308	314	322	336	364	372	378	392
203	218	232	247	252	261	270	290	299	305	310	319	325	334	348	377	386	392	406
217	233	248	264	270	279	288	310	319	326	332	341	347	357	372	403	412	419	434
224	240	256	272	278	288	298	320	330	336	342	352	358	368	384	416	426	432	448
231	248	264	281	287	297	307	330	340	347	353	363	370	380	396	429	439	446	462

SUFFIXES continued

Suffix	Effect on Weapons	Effect on Armor	Effect on Items
Fitness	Bonus Hitpoints 15	Bonus Hitpoints 5	Bonus Hitpoints 5
Well Being	Bonus Hitpoints 35	Bonus Hitpoints 10	Bonus Hitpoints 10
Health	Bonus Hitpoints 55	Bonus Hitpoints 15	Bonus Hitpoints 15
Resilience	Bonus Hitpoints 75	Bonus Hitpoints 20	Bonus Hitpoints 20
Life	Bonus Hitpoints 95	Bonus Hitpoints 25	Bonus Hitpoints 25
Lesser Mana	Bonus Mana 15	Bonus Mana 5	Bonus Mana 5
Balance	Bonus Mana 35	Bonus Mana 10	Bonus Mana 10
Mana	Bonus Mana 55	Bonus Mana 15	Bonus Mana 15
Energy	Bonus Mana 75	Bonus Mana 20	Bonus Mana 20
Greater Mana	Bonus Mana 95	Bonus Mana 25	Bonus Mana 25
Fortitude	Strength Bonus 5	Strength Bonus 2	Strength Bonus 2
Bull	Strength Bonus 10	Strength Bonus 6	Strength Bonus 6
Strength	Strength Bonus 15	Strength Bonus 12	Strength Bonus 12
Power	Strength Bonus 20	Strength Bonus 21	Strength Bonus 21
Giant	Strength Bonus 30	Strength Bonus 29	Strength Bonus 29
Godly Strength	Strength Bonus 50	Strength Bonus 28	Strength Bonus 28
Cunning	Intelligence Bonus 5	intelligence Bonus 2	intelligence Bonus 2
Wisdom	Intelligence Bonus 10	intelligence Bonus 6	intelligence Bonus 6
Intellect	Intelligence Bonus 15	intelligence Bonus 12	intelligence Bonus 12
Brilliance	Intelligence Bonus 25	intelligence Bonus 29	intelligence Bonus 29
Genius	Intelligence Bonus 40	intelligence Bonus 38	intelligence Bonus 38

Suffix	Effect on Weapons	Effect on Armor	Effect on Items
Poise	Dexterity Bonus 5	Dexterity Bonus 2	Dexterity Bonus 2
Agility	Dexterity Bonus 10	Dexterity Bonus 6	Dexterity Bonus 6
Dexterity	Dexterity Bonus 15	Dexterity Bonus 12	Dexterity Bonus 12
Balance	Dexterity Bonus 20	Dexterity Bonus 21	Dexterity Bonus 21
Precision	Dexterity Bonus 25	Dexterity Bonus 29	Dexterity Bonus 29
Godly Reflexes	Dexterity Bonus 39	Dexterity Bonus 38	Dexterity Bonus 38
Fitness	Stamina Bonus 5	Stamina Bonus 2	Stamina Bonus 2
Resilience	Stamina Bonus 10	Stamina Bonus 6	Stamina Bonus 6
Stamina	Stamina Bonus 15	Stamina Bonus 12	Stamina Bonus 12
Vigor	Stamina Bonus 20	Stamina Bonus 21	Stamina Bonus 21
Vitality	Stamina Bonus 25	Stamina Bonus 29	Stamina Bonus 29
Rhino	Stamina Bonus 35	Stamina Bonus 38	Stamina Bonus 38
Perk	Health Regeneration 15 %	Health Regeneration 5 %	Health Regeneration 5 %
Mending	Health Regeneration 25 %	Health Regeneration 10 %	Health Regeneration 10 %
Healing	Health Regeneration 35 %	Health Regeneration 15 %	Health Regeneration 15 %
Rejuvination	Health Regeneration 45 %	Health Regeneration 20 %	Health Regeneration 20 %
Restoration	Health Regeneration 55 %	Health Regeneration 25 %	Health Regeneration 25 %
Calm	Mana Regeneration 15 %	Mana Regeneration 5 %	Mana Regeneration 5 %
Trance	Mana Regeneration 25 %	Mana Regeneration 10 %	Mana Regeneration 10 %
Concentration	Mana Regeneration 35 %	Mana Regeneration 15 %	Mana Regeneration 15 %
Focus	Mana Regeneration 45 %	Mana Regeneration 20 %	Mana Regeneration 20 %
Will	Mana Regeneration 55 %	Mana Regeneration 25 %	Mana Regeneration 25 %

SUFFIXES continued

Suffix	Effect on Weapons	Effect on Armor	Effect on Items
Warding	—	—	Armor Bonus 10
Guarding	—	—	Armor Bonus 25
Defense	—	—	Armor Bonus 30
Shielding	—	—	Armor Bonus 35
Protection	—	—	Armor Bonus 40
Striking	Attack Speed Fast	—	—
Haste	Attack Speed Faster	—	—
Zeal	Attack Speed Lightning	—	—
Speed	Attack Speed Godly	—	—

Suffix	Effect on Weapons	Effect on Armor	Effect on Items
Impairing	Critical Chance 3 %	—	—
Mangling	Critical Chance 5 %	—	—
Cleaving	Critical Chance 7 %	—	—
Gouging	Critical Chance 9 %	—	—
Mauling	Critical Chance 12 %	—	—
Justice	Destroy Undead 3 %	—	—
Requital	Destroy Undead 5 %	—	—
Wrath	Destroy Undead 15 %	—	—

Combinables

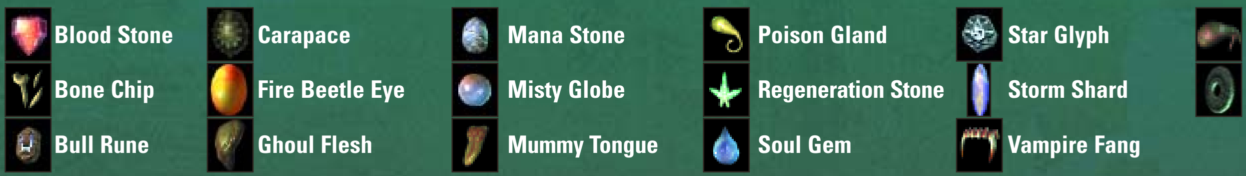
The Combinables are special items which you may find during your adventures. They can be combined with existing weapons and armor to increase their attributes or added onto new ones. Be aware that both weapons and armor have a limit to how many Combinables you may add to them. When you highlight a piece of equipment in your inventory, you'll see a square made of four dots. If the dots are green, it is full; if they are black, it is empty. If there are empty dots you can add more Combinables onto the piece of equipment. Some Combinables take up more than one dot, however, so don't be surprised if it won't lock on.

Note that you cannot remove a Combinable once it's been placed with an item, so use them carefully. If you know you're going to upgrade your shield soon, wait until you've purchased your new shield before using that Bull Rune.

To add Combinables, go to your item's inventory screen and select the Combinable you want to use. Then move to the armor or weapon inventory screen (depending on where you want to put the Combinable) and click on the piece of equipment you want to upgrade.

Here you'll see what each of the Combinables looks like, plus a table showing what effect each one has on weapons and/or armor.

COMBINABLE IMAGES



COMBINABLE ITEM EFFECTS

Name	Weapon Bonus	Armor Bonus
Broken Vampire Fang	Mana Bonus 25	Mana Bonus 25
Fractured Vampire Fang	Mana Bonus 35	Mana Bonus 35
Vampire Fang	Mana Bonus 55	Mana Bonus 55
Sharp Vampire Fang	Mana Bonus 75	Mana Bonus 75
Edged Vampire Fang	Mana Bonus 95	Mana Bonus 95
Cryptic Bull Rune	Strength Bonus 5	Strength Bonus 5
Obscure Bull Rune	Strength Bonus 15	Strength Bonus 15
Bull Rune	Strength Bonus 25	Strength Bonus 25
Lucid Bull Rune	Strength Bonus 35	Strength Bonus 35
Complete Bull Rune	Strength Bonus 45	Strength Bonus 45
Tattered Star Glyph	Intelligence Bonus 5	Intelligence Bonus 5
Busted Star Glyph	Intelligence Bonus 15	Intelligence Bonus 15
Star Glyph	Intelligence Bonus 25	Intelligence Bonus 25
Intact Star Glyph	Intelligence Bonus 35	Intelligence Bonus 35
Divine Star Glyph	Intelligence Bonus 45	Intelligence Bonus 45
Ruined Ghoul Flesh	Dexterity Bonus 5	Dexterity Bonus 5
Torn Ghoul Flesh	Dexterity Bonus 15	Dexterity Bonus 15
Ghoul Flesh	Dexterity Bonus 25	Dexterity Bonus 25
Fresh Ghoul Flesh	Dexterity Bonus 35	Dexterity Bonus 35
Sheer Ghoul Flesh	Dexterity Bonus 45	Dexterity Bonus 45
Shattered Blood Stone	Stamina Bonus 5	Stamina Bonus 5
Opaque Blood Stone	Stamina Bonus 15	Stamina Bonus 15
Blood Stone	Stamina Bonus 25	Stamina Bonus 25
Crimson Blood Stone	Stamina Bonus 35	Stamina Bonus 35
Engraved Blood Stone	Stamina Bonus 45	Stamina Bonus 45
Meager Regeneration Stone	Health Regeneration 12 %	Health Regeneration 12 %
Puny Regeneration Stone	Health Regeneration 18 %	Health Regeneration 18 %
Regeneration Stone	Health Regeneration 28 %	Health Regeneration 28 %
Charged Regeneration Stone	Health Regeneration 38 %	Health Regeneration 38 %
Enchanted Regeneration Stone	Health Regeneration 48%	Health Regeneration 48%

Name	Weapon Bonus	Armor Bonus
Meager Mana Stone	Mana Regeneration 12	Mana Regeneration 12
Damaged Mana Stone	Mana Regeneration 18	Mana Regeneration 18
Mana Stone	Mana Regeneration 28	Mana Regeneration 28
Charged Mana Stone	Mana Regeneration 38	Mana Regeneration 38
Infused Mana Stone	Mana Regeneration 48	Mana Regeneration 48
Cracked Carapace	Armor Bonus 25	—
Worn Carapace	Armor Bonus 35	—
Carapace	Armor Bonus 45	—
Thick Carapace	Armor Bonus 55	—
Enforced Carapace	Armor Bonus 75	—
Tiny Misty Globe	Attack Speed Fast	—
Paltry Misty Globe	Attack Speed Faster	—
Misty Globe	Attack Speed Lightning	—
Calmed Misty Globe	Attack Speed Godly	—
Course Whetstone	Critical 4 %	—
Rough Whetstone	Critical 8 %	—
Whetstone	Critical 12 %	—
Smooth Whetstone	Critical 14 %	—
Perfected Whetstone	Critical 16 %	—
Squashed Fire Beetle Eye	Fire Damage 10–15	Fire Resist 4%
Pierced Fire Beetle Eye	Fire Damage 17–23	Fire Resist 6%
Fire Beetle Eye	Fire Damage 25–35	Fire Resist 14%
Enflamed Fire Beetle Eye	Fire Damage 35–45	Fire Resist 17%
Massive Fire Beetle Eye	Fire Damage 40–60	Fire Resist 20%
Short Bone Chip	Cold Damage 8–12	Cold Resist 4%
Fractured Bone Chip	Cold Damage 15-20	Cold Resist 6%
Bone Chip	Cold Damage 25–31	Cold Resist 14%
Smooth Bone Chip	Cold Damage 32–42	Cold Resist 17%
Chilled Bone Chip	Cold Damage 37–57	Cold Resist 20%



COMBINABLE ITEM EFFECTS continued

Name	Weapon Bonus	Armor Bonus
Tiny Venom Sac	Poison Damage 8–13	Poison Resist 4%
Punctured Venom Sac	Poison Damage 15–25	Poison Resist 6%
Venom Sac	Poison Damage 25–35	Poison Resist 14%
Engorged Venom Sac	Poison Damage 35–45	Poison Resist 17%
Potent Venom Sac	Poison Damage 40–60	Poison Resist 20%
Exhausted Poison Gland	Poison Burst 15%	Poison Resist 4%
Dry Poison Gland	Poison Burst 22%	Poison Resist 6%
Poison Gland	Poison Burst 28%	Poison Resist 14%
Unfilled Poison Gland	Poison Burst 33%	Poison Resist 17%
Full Poison Gland	Poison Burst 28%	Poison Resist 20%

Name	Weapon Bonus	Armor Bonus
Ruined Mummy Tongue	Disease Damage 8–14	Disease Resist 4%
Decomposed Mummy Tongue	Disease Damage 16–23	Disease Resist 6%
Mummy Tongue	Disease Damage 24–34	Disease Resist 14%
Stitched Mummy Tongue	Disease Damage 34–44	Disease Resist 17%
Preserved Mummy Tongue	Disease Damage 40–60	Disease Resist 20%
Crushed Storm Shard	Lightning Damage 4–6	Magic Resist 4%
Chipped Storm Shard	Lightning Damage 10–14	Magic Resist 6%
Storm Shard	Lightning Damage 18–26	Magic Resist 14%
Finely Cut Storm Shard	Lightning Damage 27–37	Magic Resist 17%
Exquisite Storm Shard	Lightning Damage 32–42	Magic Resist 20%
Flawed Soul Gem	Health Bonus 25	Health Bonus 25
Cracked Soul Gem	Health Bonus 35	Health Bonus 35
Soul Gem	Health Bonus 55	Health Bonus 55
Polished Soul Gem	Health Bonus 75	Health Bonus 75
Flawless Soul Gem	Health Bonus 95	Health Bonus 95

Potions

There are two kinds of potions you'll find in *Champions of Norrath*. One is for restoring your health, the other for restoring mana. The health potions are the same color as your health bar and the mana potions are blue like your mana bar.

The potions come in different sizes; the larger the potion, the more it will restore. Just how much more is listed in this table below.

HEALTH AND MANA POTIONS

Name	Effect
Lesser Healing Tonic	Restores 60 Hit Points
Healing Tonic	Restores 120 Hit Points
Greater Healing Tonic	Restores 180 Hit Points
Lesser Healing Potion	Restores 240 Hit Points
Healing Potion	Restores 300 Hit Points
Greater Healing Potion	Restores 360 Hit Points
Lesser Healing Elixir	Restores 420 Hit Points
Healing Elixir	Restores 480 Hit Points
Greater Healing Elixir	Restores 540 Hit Points
Lesser Mana Vial	Restores 60 Mana Points
Mana Vial	Restores 120 Mana Points
Greater Mana Vial	Restores 180 Mana Points
Lesser Mana Potion	Restores 240 Mana Points
Mana Potion	Restores 300 Mana Points
Greater Mana Potion	Restores 360 Mana Points
Lesser Mana Flagon	Restores 420 Mana Points
Mana Flagon	Restores 480 Mana Points
Greater Mana Flagon	Restores 540 Mana Points

HOW TO USE THE WALKTHROUGH

Random Encounters

The world of *Champions of Norrath* is large. It consists of several hubs which lead to many other areas you will explore. The hubs themselves are static; they don't change from one playthrough to the next. For example, the map of Kelethin will be the same when you play the game as it is when your friend plays the game.

Other areas are randomized. The general shape and feel of a randomized area will be the same each time you go through it, but the details will be different. The twists and turns, or the size of a room, may change.

Because this is the case, we cannot show you the maps for the randomized areas, nor take you through them step by step. We will give you the information you'll need to maneuver through those situations, however. We'll give you the details such as what you'll see, what monsters you will encounter, and what areas within these randomized maps are going to be static. Finally there are some areas (rooms, ledges, nooks) that are always the same. We'll guide you through the whole story line and bring you out safely on the other side.

The walkthrough will give you the inside scoop on the paths you need to follow, the places you need to go, and tips on how to combat the enemies you'll face.

Walkthrough

We've included maps of each of the hubs. The numbers on these maps correspond to the numbers on the screens that come after each map. They highlight such things as important places and people you'll have to interact with.

Each area, random or static, has a quick list of general information at the start. It will reveal the enemies you'll face, the quests you'll be given or have yet to complete, whether or not a Portal can be found, and what the chests and breakables look like (if there are any). Here's an example:

Enemies: Goblins, Fire Beetles, Davros Bigran (Boss)
Quest: Upgrade
Portal: Yes
Chests: Ⓐ
Breakables: Ⓑ Wooden Crates





The look of the chests varies greatly throughout the game. The breakables are objects that you can smash with a simple attack. There's a chance you'll find gold or other items within the breakables.

Bosses

Each high-powered Boss has its own section in the walkthrough. These sections describe the type of attacks each Boss has at its disposal, and offers advice for fighting them. Read the whole Boss section before you actually face the large bruisers so you'll be prepared for what's to come. Forewarned is forearmed.

THE BEGINNING

A Call for Help







The Elf Lord Leithkorias, also known as the Heartwood Master, has called Champions to his side in a time of crisis.



Goblins and orcs, once mortal enemies, have combined forces and are marching through Faydark. If Faydark falls, all of Norrath will follow.



Leithkorias asks if any hero will step forward to defend the world against this rising tide of evil.

Enemies: Goblins
Quest: Vanquish Goblins
Portal: Yes
Chests: None
Breakables: Ⓐ Baskets and Apple Bushels



When Leithkorias finishes speaking, you have the opportunity to choose your character. Use the control pad to pick your avatar. Information about the different classes and how to configure your character at the beginning is in the Characters section of this guide. After you select a character, a new cutscene begins.



Now's the time to select your Champion. Choose well.







Leithkorias is pleased that someone has stepped up to the challenge.



He warns of a large orc who is leading the army of Fell Beasts in Faydark.



The Elf Lord asks you to find this orc leader and bring the fight to him.



Leithkorias tells you to outfit yourself at the shop in Kelethin, then bids you good luck.

When you gain control of your character, head toward the elevator. You'll see several baskets and bushels of apples along the way. Smash them to find items and gold within. When you reach the elevator, a guard tells you that no one is allowed to ride it until every goblin and orc in Kelethin has been destroyed. This is your first quest.

Quest: *Vanquish Goblins*

Kill all of the goblins inside of Kelethin and the elevator will once again be safe to use.



The elevator is out of service until you secure Kelethin.



The shop in Kelethin. You'll return here often.

Pass the elevator and you'll run into the shop. An elf named Nenmar is the proprietor and he'll greet you warmly. However, you're currently without the funds to buy anything he's selling. Move on.

Just around the back of the store you'll find more breakable baskets. Smash them to find loot and continue on to a Portal. This is the first of the Portals so it's not much use to you yet. Get near it to activate it and then continue on the path.

NOTE

The in-game map shows Portals as light blue discs.



The first Portal.



The first save point.

You come across the first save point. Every time you pass near one of these, it acts as a check point. If you die, you'll recommence at the nearest save point column. You can also save your game at the column, which you should do now.

NOTE

The save points show up as brown discs on the in-game map.

A Counter appears at the top of your screen. There are 41 goblins you need to eradicate from the wooden bridges of Kelethin. Move ahead and you'll find the first of them.



The path you're now on is a circle, with goblins and elves battling along the way. Work your way around the path, eliminating goblins as you go.

The elves are fighting, but it's up to you to finish off the enemy.



Watch for flaming stones from down below.

As you fight, catapults below pepper the bridges of Kelethin with flaming stones. If a stone hits you or you run into the fire left behind, you'll ignite, taking damage until the flames die.

Don't forget to destroy the breakables you find as you wage war along the path. Also, use the narrow bridges to help you out if the groups of goblins become too much. Let them approach you over the walkways one at a time to avoid being surrounded.

Midway around the path you'll find another save point. Even if you don't save, make sure to get near it to register a check point. Then continue on in the direction you were going.

You'll see pop-up notes letting you know when there are 15, 10, and 5 goblins left. When the last one falls, another window will open, informing you that the elevator is now available for use.



When the last foe falls, the lift will be available for your use.

Before moving on, however, it's worth your time to visit Nenmar's shop again. In your travels around Kelethin you probably picked up some extra equipment and some gold. Sift through it first and pick out the best loot for yourself. Take the rest back to Nenmar and sell it to him.

Peruse the elf's stock and see if there's a weapon or piece of armor that you can afford. Make sure you get your money's worth.

Once your shopping's done, head back to the elevator and step aboard. Ride it to the Faydark Forest.



Playtime's over—get to work.





FAYDARK FOREST

Lesser Faydark

Enemies: Goblins, Fire Beetles, Davros Bigran (Boss)	
Quest: Upgrade	
Portal: Yes	
Chests: Ⓐ	
Breakables: Ⓑ Wooden Crates	





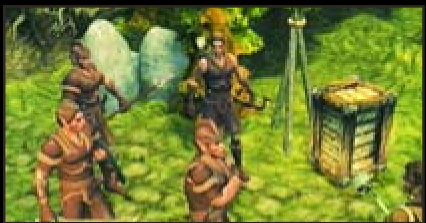
Destroy a few crates nearby and move straight out from the elevator. You run into a group of elves engaged in battle against marauding orcs. Step up and a cutscene begins.



The orcs charge, but the elves fend them off with well-placed arrows.



You receive a chilly reception. The elves are not confident in your abilities.



Elgoain, the son of Leithkorias, offers a more gracious welcome. However, he agrees with his troops that you aren't equipped well enough to fight orcs.



Elgoain describes an area beyond the stone grotto where two fallen trees mark a goblin's cave. There, he says, you'll find enemies to slay and equipment to use.

Quest: *Upgrade*

Locate the goblin's main cave, venture inside, and locate a magical item.

The path between the elevator and Elgoain's troops is usually static, but now it randomizes. Take the path away from Elgoain and you will come across a Portal. Step near the Portal to activate it. You can now use this Portal to travel to Kelethin if need be.



A second Portal links you to the first one, as well as to any others you may find.

The elves are fighting in the Faydark Forest against goblins and Fire Beetles. You'll come across both foes as you wander through the forest. The elven fighters are helpful because they keep some of the goblins busy while you deal with stragglers. This prevents the goblins from mobbing you. After taking care of random enemies, lend a hand to any elf troops in combat.

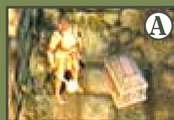


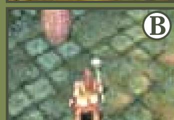
The elves are dressed in brown, while the goblins are in green.

There are several save points in the forest. You don't have to save at each one, but get close to save a check point. The forest is dangerous. Also look for boxes to smash and chests to open.

The Lesser Faydark Dungeons

Enemies: Goblins	
Quest: Upgrade (continued)	
Portal: No	
Chests: Ⓐ	
Breakables: Ⓑ Barrels	





As you travel through the forest, you will find areas off the main path. Explore all of them. Here there are foes to fight, but more importantly, there are entrances to dungeons in a few of the areas. These aren't the main goblin hideout you're searching for, but clear out each one as you come to it. You'll gain large amounts of gold, loot, and experience points by doing so.



You can identify the dungeon entrances by the large stone staircase leading underground.

Once inside a dungeon, you'll notice the stone walls and dark atmosphere. Entering the dungeon acts as a check point, so if you run afoul of beasts that prove to be too much for you, you'll have to start again at the entrance.

Use the tactics outlined in earlier sections to clear the dungeons. You'll be able to use corners and narrow passages to manage large groups, but pay special attention to the Spell Casters because they can resurrect their fallen comrades.



A large group of goblins can ruin your day.

In your first dungeon (if not earlier) you'll reach a point where you are loaded down with loot. That's the time to use a gate scroll. The magic item will warp you to Nenmar's shop in Kelethin. Sell all the equipment you won't use and buy any upgrades you need. Buy a new gate scroll to replace the one you used to warp to Nenmar's, then warp to the dungeon.

NOTE Using the gate scroll is also a check point action. If you warp to the dungeon but then die there, you'll have to restart at the point from where you warped.



Warp out when your inventory is full.



The secret passages appear on the in-game map.

Sometimes you'll see a section in a dungeon that seems inaccessible, blocked off by a wall. If you encounter this, check the in-game map. There may be a small connection shown on the map when all you see is a blank wall. Strike the wall where the connection is shown on the map and you'll break it, creating a narrow hall between the areas.

When a dungeon is clear, head to the entrance and return to the Lesser Faydark Forest.

Sub-Boss



When you find the fallen trees Elgoain mentioned, you'll also find the Sub-Boss. He's a large goblin and your first Boss battle.

Before tackling him, however, you'll have to battle with two Dire Badgers he sets on you. Use a ranged attack as they close (if you have one), then attack with melee. The trick here is to concentrate on one badger at a time. The second one may be attacking, but if you maintain your focus on one opponent, it will drop quickly.

You can also run away while letting the Dire Badgers follow, then turn and use your ranged attack before running away. Not heroic, but it'll keep you safe.



Dire Badgers are big, but aren't out of your league.

If there are elves nearby, you can lead the Dire Badgers to them. The elves will keep the beasts busy while you pepper their furry flanks with ranged attacks, or swipe at them from behind.

After you defeat the Sub-Boss's pets, it's time to deal with the goblin. Approach him and use ranged attacks. Magic will get through nicely, but he's heavily armored so his armor may block your arrows. If that's the case, switch to melee and attack.



The Sub-Boss has a complete set of armor.



You'll have to be wary of this goblin. Not only does he have decent defensive equipment, but he also has a weapon with cold powers. A strike will slow you down. Play defensively. Use your block to ward off his attacks, then respond with your own. Hit a couple of times before blocking again. Hacking away can be deadly, especially if you didn't do any ranged damage to the goblin.

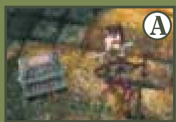
You can also try the running away tactic (as used against the badgers) to draw the Sub-Boss to the elven warriors.

Do what you must to defeat this goblin and open the way forward.



When the Sub-Boss is done for, move ahead.

The Hidden Tunnels

Enemies: Goblins, Veerser Blackfist (Boss)	
Quest: Upgrade (continued)	
Portal: Yes	
Chests: Ⓐ	
Breakables: Ⓑ Barrels	

The Hidden Tunnels dungeon is still part of the Lesser Faydark area, and you'll be spending a good amount of time in these caverns. This area is mostly randomized with a couple of static areas.

You won't notice much difference from the other Faydark dungeons. Same stone block architecture, same foes crawling after you. However, you'll be subjected to several levels here, rather like three dungeons in one.



The surroundings are familiar. Gray stone, green goblins.

The worst part about the caverns is that the goblin hordes are big and reinforced by Spell Casters. Unless you are an extremely rugged Tank character, you'll need to use patience and guile to proceed through the cave.

The biggest challenge here is the goblin Spell Casters who can resurrect their comrades. One effective strategy is to lure the grunts away from the magic-using foes, then dispatch them far away. With a big group you may have to do this a couple of times. Attract the attention of a couple of the melee Goblins, then backtrack. Slay them, then go back for more.

When you have whittled down the group, make a charge at a Caster. Take care of him first, then hack through the remaining characters. Otherwise, you'll have to engage some of them twice. If you stumble into a group of enemies and need to start fighting, carve your way to the Caster first and eliminate him.



The purple, glowing Spell Casters are your primary targets.

Combat the monsters methodically, clearing one level at a time before moving on to the next one. A thorough approach will help you earn as much in gold, loot, and experience as you can. You won't be coming back this way, so completely clear each level. Use a gate scroll to unload unwanted equipment.

When you hit the back of the bottom level, you'll find what you're looking for: another big Goblin.

Sub-Boss

This Sub-Boss is another heavily armored goblin of inordinate size. There are several lesser goblins lingering around his area; confront them first. They are far from the Sub-Boss, so you can engage them without interference from him. It won't be difficult to take out the hench-goblins, but if you take a beating use a healing potion or pull back and wait to regenerate.





A group of goblins is near. Handle them first.

When it's time to tackle the big goblin, use the same tactics you did against the Sub-Boss in the Lesser Faydark area. Start with a barrage of ranged attacks (especially if you have magic attacks) to weaken him.

After that's done, switch to melee and attack. Use your block to stay safe and swipe at the Sub-Boss when he lets down his guard. You can outrun him, so if things become too hectic, take off to collect your wits. The Sub-Boss will follow; you'll only have a momentary respite, but it may help you clear your head.



Holy strike attacks from a Cleric can take the big bully down a few pegs.

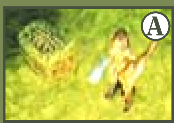
When the Sub-Boss falls, you'll take a magic ring from him. A magic ring in your inventory adds +10 to your armor rating. Now you're properly equipped to deal with the orcs in Faydark.

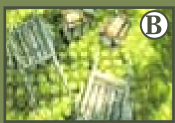
Move to the Portal at the back of the Sub-Boss's area and use it to teleport to the Lower Faydark Portal.

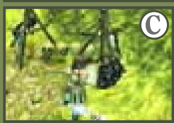
TIP If you have a full load of equipment to sell, take the Portal to Kelethin, sell the extra stuff, then use the Portal to travel to Lower Faydark.

Greater Faydark

Enemies: Goblins, Orcs, Fire Beetles, Dire Badgers	
Quest: Open the Gates	
Portal: Yes	
Chests: Ⓐ	
Breakables: Ⓑ Wooden Crates, Ⓒ Orc Tripods	









Elgoain and his men have moved on.

After you're in the Faydark Forest, head to where you first met Elgoain. A nearby elf informs you that Elgoain has moved into the Greater Faydark area. Go past the upturned carts and press on into the Greater Faydark area.

Once there you'll encounter a save point; take full advantage of it. Beyond it are groups of elves fighting orcs. These beasts are bigger and tougher than goblins, and are also of a deeper green color. Wade in there with the elves and defeat the nearest group of foes.

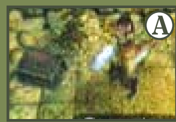


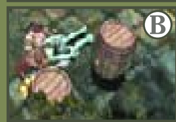
These orcs are not a big challenge because you have so many elves to help you out.

The Greater Faydark area is similar to the Lesser Faydark area. However, there are orcs and Dire Badgers added into the mix to make it tougher for you. Keep an eye out for save points. You'll also find dungeons as you explore.

The Greater Faydark Dungeons

Enemies: Goblins	
Quests: None	
Portal: No	
Chests: Ⓐ	
Breakables: Ⓑ Barrels	







Different feel, same perils.

The dungeons in the Greater Faydark area are populated with goblins, but none of the other creatures of the Faydark are down here. You've seen these kinds of goblins before: large groups with Spell Casters for support, Archers, melee, and so on.

Clear each dungeon, working slowly and steadily to maximize your safety. There aren't any real goals to the dungeons, but they are loot and experience farms, so dive in.



Don't forget to save.

Make use of the save points you come across and use the gate scrolls if you are overloaded. When you're finished with a dungeon, you'll have to backtrack out. Find the stairs leading up and climb out to the Greater Faydark area.

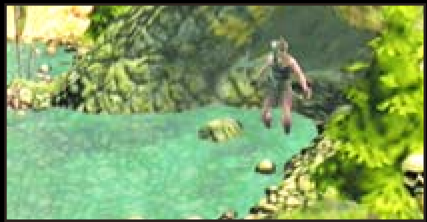


The Locked Gates

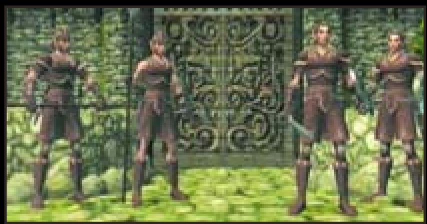
As you battle your way through the Greater Faydark area, clearing dungeons as you find them, you'll arrive at a clearing containing a group of elves standing in front of some stout gates. These are Elgoain's soldiers, and they have information.



The orcs are stationed in the forest ruins, sealed behind the gates. They are marshalling their forces for an all-out attack.



Elgoain has gone ahead to find a way to open the gates. The mechanism is in the Orc Caves at the river's end.



The elves ask you to find a way to open the gates so they can attack unexpectedly, thereby interrupting the orcs' plans.

Quest: *Open the Gates*

Follow the river to the lower Orc Caves, find the switch, and open the Ruin Gates.

When you regain control, you can activate the Portal in front of the Ruin Gates. Take a trip to Kelethin if you need to sell equipment.

When you're ready, follow the river deeper into the Faydark area. You'll find more monsters and Elves along the way. Dispatch your foes and help your allies as you proceed.

The hordes of orcs won't be too troublesome if you've been diligent about clearing dungeons and gaining experience. Follow the river to the end to find the mouth of the Orc Cave.



Enter the cave to find the gate mechanism.

Orc Cave

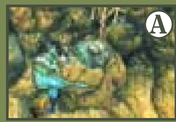
Enemies: Orcs

Quests: Open the Gates (continued), Save Elgoain

Portal: No

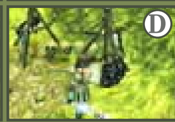
Chests: Ⓐ Ⓑ

Breakables: Ⓒ Barrels, Ⓓ Orc Tripods









Orc Cave Level One

Immediately upon entering the Orc Cave, you'll find a save point. Use it, then walk farther inside. The first level of the Orc Caves is a sprawling affair, randomized like the other dungeons. There are many twists and turns, with several rooms and branches in the path.



Thoroughly search the cave before descending.

The natural formations in the cave hide the chests.

Orcs populate the Orc Caves and don't take kindly to intruders. You'll run afoul of them time and again, but won't see any Spell Casters among them. You should be able to deal with the orcs.



Finding the chests is challenging because they blend in well with the surroundings. Look for the circular caps and you'll be all right.

The orcs are not fond of you.

In your searches you will find Elgoain, lying broken against a rocky outcrop (a static area that looks the same with each playthrough). The orc leader has hurt him. Elgoain asks you to find Elfdraught to heal him. Behind Elgoain is a staircase leading to a lower level. Before taking the stairs, go past the steps and find the Portal. Activate it, then use it to visit the shop in Kelethin if you haven't recently done so.

Go down the stairs to Level Two of the Orc Cave.

Quest: *Save Elgoain*

Find the Elfdraught and bring it to Elgoain.



Elgoain is in bad shape.

Orc Cave Level Two



As you descend to the second level, a vision appears.



She doesn't give many details, but the image of the lady says you are her Champion in the fight against evil.

The second level doesn't hold too many surprises. You may, however, reach the stairs heading down to the third level early on. Ignore them for now. You still have a lot of Level Two to explore.



The staircase down. Remember where it is, but don't use it yet.



An odd, new type of chest.

You'll come across a new type of chest. It's a lean-to with a curtain across the front. Walk up to it and open it like any other chest. The loot is in there.

Clear out the caverns and rooms you discover. Make use of any save points you find so you're not caught flatfooted by a gang of orcs. This level also has orc Spell Casters in it, so stay on your toes.

After some exploration, you'll find the Elfdraught for Elgoain. Finish clearing out Level Two, then return to the elf soldier to assist him.



The Elfdraught.

Once back on Level One, you can minister to Elgoain. In thanks he gives you his blade. He also bids you to find the gate mechanism and surprise the orcs who guard it. Now it's time to move down to Level Two, then continue to Level Three. Elgoain is too weak to follow. Leave him and carry out your duties.

Orc Cave Level Three

On the third level you'll follow a twisted road. There are several forks; explore them to maximize your experience.

Orc Shamans will be in the mix again, although they aren't as rigorous with resurrection as their goblin cousins. Nevertheless, make an effort to wipe them out first as their spells can inflict serious damage to you.



Orc Spell Casters are your priority.

There isn't too much ground to cover. Down one path is a Portal, which means you're close to the gate mechanism. If you need to unload some loot (and rest to regain health and mana), use the Portal to visit the shop in Kelethin.

When you're squared away, prepare for another fight, and step into the area beyond the Orc Cave's Portal. You'll see a cutscene.



A new group of orcs guards the gate mechanism, including one big monster.



You must get through them to reach the switch which opens the gates above.

Sub-Boss



This Sub-Boss is a big orc in full armor (although he's not the Orc Leader to whom people keep referring). He's also got a gang of toughs with him to guard the switch. Head up either branch of the path and unload your ranged attacks on the gang that engages you.

You can easily handle the regular orc thugs, but don't let the Sub-Boss bear down on you while you're busy thumping them. If he gets close, run away. He's a slow mover, so it's easy to separate him from his gang to pick them off.



Confront the other orcs while the Sub-Boss is elsewhere.

When the last of the regular orcs falls, focus on the Sub-Boss. He's not fast. Put distance between the two of you and use ranged attacks to soften him.

If it's time to go toe-to-toe with him, make sure your block is ready. His flaming sword can't bash through your defense, but the fire damage will pick away at you. If you're blocking, the sword won't do much damage, but keep an eye on your health.

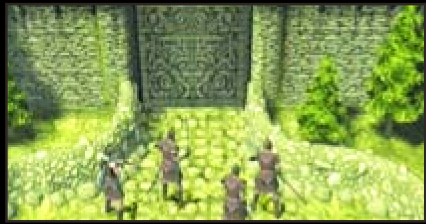


The fiery sword will hurt.

When it's down to melee combat, use the same tactics as you did with the goblin Bosses. Block, then attack when the Sub-Boss is resting. Keep your shield up when he swings, and you'll be able to deflect most of the damage.

A few moments of battle and the brute will fall, leaving the way clear to the gate switch.

With the Sub-Boss out of the way, clear the chests along the path on which you were fighting. Move to the gate switch and activate it. A cutscene will show the effect of your actions.



The elves are ready for the gate to open.



When it does, they charge in. Finally they can bring the fight to the enemy.

Now it's time to return to the Faydark area. Use the nearby Portal to teleport to the Greater Faydark area. You may have to clobber a few more orcs, but they won't be much of a challenge after the Sub-Boss.

The Forest Ruins of Faydark

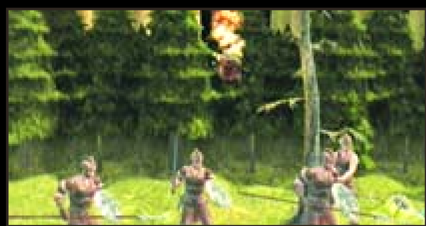
Enemies: Orcs, Goblins, Dire Badgers, Fire Beetles
Quests: Destroy the Catapults, Retrieve the Black Scroll
Portal: Yes
Chests: None
Breakables: None

This first section of the ruins is a free-for-all. There are orcs and goblins scattered about. Elves are also around. Battle your way forward, sweeping left and right to find any enemies in corners.



Once through the gate, you'll find your elven companions.

You may also come across a catapult or two. Next to them is a wagon full of explosive powder. Step up close and you'll have the choice to ignite the explosives. Do so, then step back. The powder will blow the catapult to pieces.



Unfortunately, the enemy's catapult shot rains on you. The battle ensues.



The siege engines will succumb to a wagonload of blasting powder.

Scour the area for foes. You can clean it out, but the ruined walls may get in the way, forcing you to take the long way around. Also keep an eye out for the constant bombardment of the flaming catapult shot. As it lands, it sets fire to small patches of ground for a time. Running over them(or being hit by a fragment of shot) will set you aflame and do damage.



Being on fire is not healthy.

The area you have to cover is large, so it may take time to clean out the monsters. Eventually you'll find a save point. Use it and push forward. You'll come to an area where the ruined walls make a maze down a narrow path.

The bombardment is heavy along the path, so step carefully. Let the catapult shots fall, then pass through quickly during a lull.



Walking this maze is hazardous.

After you're through the maze, you'll meet another elf soldier, Oetheilas. He explains that he and his comrades are pinned by the enemy's catapults. You must destroy all 10 of the war machines so the soldiers can pass in safety and rejoin their commander, Turanin.

You'll need to search a large patch of land thoroughly to clean it out. A Counter will appear to help you keep track of how many catapults you've destroyed (you may already have successfully destroyed a few of them).

Quest: *Destroy the Catapults*

Take out all catapults and clear the way.

When you find a siege engine, ignite the powder in the wagon beside it. Your foes will be ranging about, so slay them as you go. As you blast the catapults, the bombardment will lessen, but until then the fiery rocks will still rain on you, so remain vigilant.



Take out 10 catapults to complete your quest.

Near one of the siege engines is another armored Boss, similar to the first and second Sub-Bosses. Because you've previously encountered this type of monster, recall your earlier strategy. Block when you're fighting melee and soften him with ranged attacks.



Another heavy-duty foe stands guard, but you're experienced in dealing with this type.

When the last catapult goes to pieces, Oetheilas makes his way forward. Return to where you met him to see a narrow path leading ahead. Follow the path, which leads you to another static area (it looks the same in all playthroughs). A staircase leading down is in the center, with a Portal in front of it.

If you need to unburden yourself, use the Portal to visit Nenmar's shop. Approach the steps to meet Oetheilas and his commander, Turanin. The elf commander tells you that the Orc Leader has stolen a powerful scroll. He bids you to retrieve it, for without it the battle is lost.



Turanin needs your help.

Quest: *Retrieve the Black Scroll*

Locate the Orc Leader, take the Black Scroll from him, and return it to the Wood Elf Commander.



Forest Ruins Interior Level One

Enemies: Giant Spiders, Orc Leader (Boss)	
Quest: Retrieve the Black Scroll (continued)	
Portal: Yes	
Chests: Ⓐ	
Breakables: Ⓑ Vases	





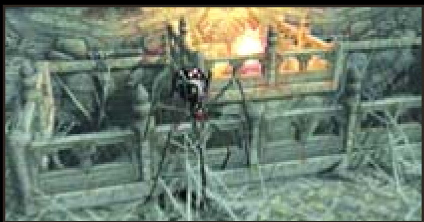


The chests are gruesome in the Forest Ruins Interior Levels.

Descending below the forest ruins brings you to ancient, cobweb-filled halls. For a short distance there are no monsters. You'll come across a couple of this area's chests, which are skeletons wrapped in webbing. The vases scattered here and there are your breakables; smash them for a chance of finding loot.

After several steps, you trigger a cutscene introducing you to the creatures you will face on this level.

The Giant Spiders can swarm you when you encounter a group of them, but for the most part they are in ones and twos. If you're near a railing, Giant Spiders can climb from below. When that happens, stick around, defeating them as they appear. Taking them on one at a time is preferable to letting them gang up on you.



Crawling from the areas below, Giant Spiders make their way to your level.



There are a lot of them!



Giant Spiders are vile, but not too threatening.

Clear this dungeon out. Sweep it and check the spots with railings to see if any Giant Spiders climb up. You will gain a lot of experience clearing out the beasts as you go.

You'll reach a save point with a Portal beyond. Use them both, storing your game and visiting Nenmar's shop if you need to. Beyond the Portal is an opening to a static area. It's a square platform. As you climb down the stairs to reach it, another cutscene begins.



The Portal signals you're near the end.



The Orc Leader has found you, sealing the way back and trapping you with him.



He taunts you with the Black Scroll.



The orc offers you the choice of leaving with your life if you run, but that's not going to happen.



Orc Leader



This is your toughest battle so far. The Orc Leader is huge and has a long-reaching and powerful polearm. When the fight begins, he uses a charge attack that will do damage whether or not you're blocking. The Orc Leader has several attacks, many of which can crash through your defenses.



His weapon has a magical charge that wreaks serious damage.

The Orc Leader's ability to penetrate your block means you can't take your time. Use any magic or ranged attacks you may have on hand to put a dent in him. When he's only making single swipes, defend yourself! If he rears, lifting his weapon over one shoulder, he's about to charge. Get out of the way or run in the opposite direction until he's done.

The Orc Leader doesn't spend time blocking your attacks. When it comes to going head-to-head with him, you can swipe him away without trouble. The bad news is he doesn't stop attacking you while you're battling.



Melee fighting has to happen, but it's costly to your health.

You'll have to use a couple of health potions to survive this fight. Block what you can and swing when the Leader's blade glows. It's going to pierce your defense, so you might as well hurt him at the same time.

While it may seem odd, this fight will end quickly if you're aggressive. Because the Orc Leader doesn't block, you can unload on him and cause serious damage. After enough hits, he'll go down.



Falling flat, the Orc Leader leaves behind the Black Scroll, the key to his Battle Plans.

Pick up the Battle Plans and head to the exit. A cutscene follows.



It seems the Orc Leader isn't defeated after all. He rises.



Swearing he'll meet you again, the Orc jumps into the webbing below.

The door out opens of its own accord. Head through it to the Portal. Use the Portal to warp to the Faydark Ruins.

Return to the Faydark Ruins

Enemies: Orcs
Quest: Kill Orc Shaman
Portal: Yes
Chests: None
Breakables: None



Turanin needs your help.

Talk to Commander Turanin and he'll congratulate you on retrieving the Black Scroll. While he's glad you have completed the task, he has another challenge for you. There's another Orc encampment ahead. Commander Turanin's troops are trying to clear it out, but an Orc Shaman is raising the dead to fight. Turanin commands you to slay the Shaman.

Quest: *Kill Orc Shaman*

Penetrate orc encampment and kill Orc Shaman.

Pass the Portal to find a new area beyond one of the ruin's walls. Several Archers will fire upon you. Cut through them and activate the gate switch to open the way into the encampment.





Another gate switch.

This large area resembles the others in the Faydark Ruins. Many small walls snake around the grassland, forcing you to take an indirect path as you work your way around.

You'll encounter several enemies as you sweep through the area. Be on constant lookout for the Shaman as you dispatch them. He's a Caster, glowing purple, so he won't be hard to spot.

When you've got him in your sights, focus your attacks on him. As before when dealing with his type, you must defeat him so he doesn't resurrect his fallen comrades.



The Orc Shaman isn't suited to combat in close quarters.

You'll have elven troops around to help out as well, so the mission won't take too long. The Shaman is tougher than run-of-the-mill Spell Casters, but you'll make short work of him after you close in. Defeat all of the orcs in the area, then head to Turanin.

The commander thanks you. He has a task for you. The war in Faydark has turned, but there's still the matter of the Orc Leader. The elves have uncovered a passage that leads to the Underworld. And there you must go.



Turanin sends you underground.

Climb down the stairs and go through the Forest Ruins Interior until you find Oetheilas beside a newly revealed, spiral staircase. The elf soldier welcomes you; he will act as your companion through the lower level. However, he cautions, you're going to take the lead to alert him to any traps.

After you speak with the soldier, go down the spiral stairs.



Oetheilas is in good spirits, despite the task ahead.

Forest Ruins Interior Level Two

Enemies: Giant Spiders	
Quests: None	
Portal: Yes	
Chests: None	
Breakables: None	



Your foes are the Giant Spiders that have overrun the interior.



The elf is ready to go, so lead the way.

This area is similar to the first level of the ruins interior, yet with a few differences. First, there are no chests or breakables for you to loot. Second, you cannot use your gate scrolls while you're teamed up with Oetheilas.

Third, Oetheilas is your responsibility. The elf is tough, but if the Giant Spiders make a meal of him, restart at the beginning of this level.

Other than that, you know the drill. Giant Spiders are all around, and they can crawl up from the openings in the floor. This area is a wealth of experience points if you take it slow and wait for Giant Spiders to come up from below.



Giant Spiders are everywhere and they keep coming!

The problem here is that the beasts drop items which will soon overburden you. Because you can't warp out of this level, you can't empty your inventory. Don't despair—a solution will present itself soon enough.

Fight through this level, and keep your elf companion safe as you go. You'll reach a save point and a cutscene.



Oetheilas finds a door and says that it's your goal.



He pokes around and finds the trigger to open the passage for you.



With a friendly good-bye, the elf departs, leaving you to your fate.

Now that he's gone, you can use your gate scroll. Save first, then visit Nenmar's shop. To maximize your profit, empty your inventory, then warp and back-track to pick up any drops you left behind. Collect any remaining inventory and sell it to Nenmar. Buy healing potions if you're low.

When you're done, save and move through the door to what lies ahead.

Shelox, the Giant Spider



The Orc Leader is waiting for you. He's angry at you. He describes the painful process of being bitten, then eaten, by a Giant Spider.



He heads away, cursing you for the help you've given the elves. The mother of Giant Spiders, Shelox, appears. Another Boss battle is about to begin.

Vicious and quick, Shelox is a challenging Boss. She has several attacks that can whittle down your health.



Shelox has a web attack and may shoot a line of silk at you. If it sticks, she'll reel you in. When you're near her mouth, she'll encircle you with her two front legs and bite. This is her most devastating strike. If you are caught in her web, run in the opposite direction. Chances are good that you can avoid her legs trapping you.



The web line will drag you to an unpleasant place.

If the web misses you, there's a chance it will stick to an opposite wall and create a trip line. If you cross the web it will snare you, allowing the Giant Spider Queen to attack with impunity. Shelox also spits poison. This is not as deadly as her bite, but it can harm you and slow you down.

If you get too close she'll swipe with her front legs, attempting to hook you close to her mandibles. There's a chance she'll push you into her waiting maw.

Keep moving. Stay close to the Giant Spider, and run circles around her. Shelox will try to keep up. Stop briefly now and again to let loose with an attack or three. Before she can recover enough to snare you with a web, move again.



Staying close may not sound safe, but it works.

If you are close, it will take Shelox a while to think to use her web. If she sets a trip line, however, be careful. Switch directions when you near it.

Circle and swipe when you get the chance. You'll gradually carve away at her health. When she's close to death, stop circling and bash away.



You've conquered the Giant Spider and survived another Boss battle.

When the fight is over, it's time to move on. Follow the Orc Leader through the back wall's round opening. You'll soon find yourself in the Underworld.

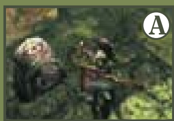


THE UNDERWORLD

Blackdelve Reach



Enemies: Mammothants
Quest: Kill Giant Ant Queen
Portal: Yes
Chests: Ⓐ
Breakables: Ⓑ Wooden Boxes





A quick note scrolling across the screen lets you know that the Orc Leader thinks your character is dead. This is to your advantage, as you are closing in on him.



Your character descends long staircases, winding ever downward.



Through the only open gate are more stairs.

When you're ready, move forward into Blackdelve Reach. This is a static area, a world hub where the map does not change from one playthrough to another. Begin by moving forward and finding the first of the chests. You'll quickly run into the first Mammothants. These large red creatures are wreaking havoc in the gnome village. Watch their poison attack and take them out.



Your passage has not gone unnoticed.



At the bottom you find a gnome. He's not happy—first a large orc and now you.



But he recognizes that you may be of some help to him and his people. They have a serious Ant problem.



They also have Vampire troubles. Perhaps helping the gnomes is the best way to advance your own mission. The gnome asks you to meet him at his home later.

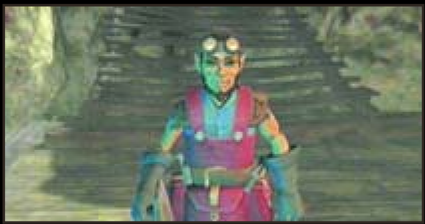


Your first Mammothant encounter.

Along the beach you'll find more Mammothants to deal with. Wipe them out and move ahead. Soon you'll come to the Docks and Viggs's Ship Shoppe. Climb the steps and you'll chat with Viggs. Or at least you'll listen to him rant.

1


The gruff gnome is making a ship for Lord Vanarhost, the Vampire you heard of earlier.



Viggs isn't polite, but he does give you some information you'll need.



The Orc Leader came through and broke some important machinery. To finish the boat, Viggs needs that machinery to work.

Viggs also mentions that you won't be able to help his assistant until the Mammothants are cleared out. This is your first quest in the Underworld, but how to go about it is a mystery.

Quest: *Kill Giant Ant Queen*

Find entrance to Giant Ant Cave, locate the Ant Queen, and destroy her.

Just past the Ship Shoppe you'll find a save point. Save your progress and move on. A few more Mammothants will be between you and a Portal. Because you're in a new world, you can't use it to teleport yet; you need to find another one to make the system work.

Just to the right of the Portal you'll see another gnome. This is Olak. He tells you of the terrible troubles his people have been having with the Mammothants. He blames it on the vibrations from a new machine they're using in the Lava Fields.

2


Olak knows what's what with the Mammothants.

Olak also tells you that to get rid of the Ant menace you must defeat the Ant Queen. Nothing new. He's set traps, resembling huge jaws, but the Ants are unaffected by them. However, the traps block you from various areas. They serve the purpose of herding you in the right direction.

For now, move forward and find Froes Manor, just across a bridge near the Portal. Here you can talk to Melman Froes. He reinforces the need to deal with the Mammothants.

3


Melman Froes will play a role in your adventures in the Underworld.

4


The gnome-like shopkeeper is your new equipment dealer.

Now find the Stinmir General Store. Stinmir will act as your new shopkeeper. Check out his wares and sell anything you don't want. When you use a gate scroll in the Underworld, it will bring you back to Stinmir's shop.

> **NOTE** Gate scrolls do not work in a hub map. If you want to get back to Stinmir while still in Blackdelve Reach, you'll need to walk back to him.

Now that you've met everyone of note in Blackdelve Reach it's time to deal with the Mammothants. Just beyond the store you'll find Blackdelve Village. It's a collection of small houses overrun by the massive Ants. Fight your way through, opening chests as you go. The hordes of Ants are thick in parts, but at this point you should be tough enough, and experienced enough, to fight through them handily.

Once you've cleared the area of monsters, you'll find the entrance to the Ant Hill on a small outcrop. Pay a visit to Stinmir if you need to unload some things, stock up on gate scrolls, then climb into the Mammothant warren.

5


Down this hole is the source of the gnome's pest problem.

Ant Hill

Enemies: Mammothants, Ant Queen (Boss)
Quest: Kill Giant Ant Queen (continued)
Portal: Yes
Chests: None
Breakables: None



You've found the Mammothants' home.

Ant Hill Level One

The Ant Hill has two levels. The first is in the shape of a spiral. Start on the outer edge and follow the path around to the center. This means that while you can see most of the level on the in-game map, it will take you a long time to get to the middle.

With streams of Mammothants pouring out of holes in the walls as you travel, the entire first level is one hard slog of fighting and looting. However, this means that you're almost guaranteed to gain a level's worth of experience and buckets of equipment and loot.

The path is very straightforward so simply follow the path ahead. There are no branches off the main path and only a few small nooks here and there.



Only a few niches cut into the walls mar the spiral path you're on.

The Ants attack from holes in the walls. It is hard to spot them before you're right next to them due to the camera angles, but usually the Ants come out before you even reach their entryways. The biggest danger in the Ant Hill is being swarmed by the monsters. For that reason, take it slow. If Ants come out of a hole nearby, don't pass it until you're sure you've cleared it out.



The Ants come from these holes.

You will fill up your inventory several times on your way through the Ant Hill. No worries, though, because you can use gate scrolls to return to Stinmir's shop and unload.



You'll face every type of Mammothant in the Ant Hill. The Fire Ants (glowing red) and Poison Ants (glowing green) are the worst threat, so make them priority targets.

The Fire Ants and Poison Ants are the most harmful.



This will take you to the second level.

After taking several trips to Stinmir and facing a plethora of Mammothants, you'll come to a Portal. Use the Portal if you need to. After you're done using it, step into the center of the Ant Hill's first level. Another hole in the ground leads to the lower area of the Ant Hill.

Ant Hill Level Two



The second level of the Ant Hill is straight-forward. There are just as many (if not more) Mammothants to deal with, some of them quite large. As with the first level, don't rush ahead—it's a sure way to become mobbed and surrounded.

There are nooks and small branches off the main path, so make sure to explore them. While you won't find chests, you will find more Ants to slay in these areas.

Some nooks are inaccessible.



Fight your way through as before. You will likely gain a level as you go. Eventually, you'll come to a room containing a save point. Use it: A Boss battle is in your future. Visit Stinmir if you're full of equipment, make sure you've got the best weapons and armor at the ready, and then move into the next room.



The royal Ant is busy laying eggs.



Your intrusion doesn't go unnoticed. She goes on the attack.

Ant Queen



The Ant Queen is a brute. She's huge, sturdy, and has a stinger that delivers a potent venom. Added to that, on either side of the room (which is static, the same through every playthrough) there are Ant holes that disgorge a legion of Mammothants when you come close to them.

There are two ways to approach this fight. You can go after the Soldier Ants first and then tackle the Queen, or go after Her Majesty first.



Fighting the Ant Queen's subjects should be familiar by now.

If you choose to go after the regular Mammothants first, head either left or right and you'll come to the spot where the smaller Ants generate. The Queen won't follow you past a certain point so you can wipe out her followers. Clear out both sides, then confront the Queen.

Fighting the Queen can be dangerous work. If her stinger hits you, it not only does damage by itself, but also poisons you. You'll know she's going for a stinger attack if she's flying, because she can't use it while on the ground.



The Queen attacks with her mouth while on the ground.

The Ant Queen also attacks with her enormous mandibles. If she's walking, expect her to take a bite at you. Either way, avoid being bitten by circling tightly around the Ant Queen. She'll chase, but won't catch up. The problem is that you can't attack while circling. However, stopping and swinging a couple of times, then running again will keep you safe. At times, the Queen will move away; take advantage of this with your ranged attacks.



A couple of quick shots from afar will help you out.

If you're taking a beating and need a rest, pull back to either area with the Ant holes. Get into one of the narrow niches where the Queen can't follow. You can also pull back through the opening from which you entered this room. The Queen may buzz you, but can't get through. Use your ranged attacks to do some damage.

Chances are good you won't come out unharmed, but in the end you'll rise triumphant. When you do, the Ant Queen's egg sack deflates, opening the way out.



With the Queen vanquished, her brood will perish.



If you haven't done so already, sweep the Queen's lair for other Mammothants and the loot they've dropped. There should be a lot of it. You may even have to make two trips. When you're done, climb over the flattened egg sack and out through the opening behind it.

To the Blackdelve Lava Fields

You'll appear back in Blackdelve Reach. Find the chests nearby, then talk to Olak next to the area you exited. He thanks you and rewards you with gold. Plus, his traps are gone now, allowing you access to a few chests you couldn't get to before.

> **NOTE** Check the map of Blackdelve Reach at the beginning of this section to find the map's numbers on the screenshots here.



This spot near Froes's Manor has some loot waiting for you.



This area in the village is now accessible.

Clear out the chests you find and visit Stinmir. He's so glad the Mammothants are no longer a threat, he offers you a discount on his items. When you've equipped yourself, head to Froes's Manor to speak with Melman. It seems his daughter, Tenya, is missing. She wandered into the Lava Fields and hasn't been seen for awhile. It's up to you to bring her back safely.



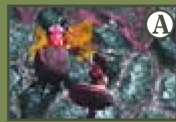
Melman is worried sick about Tenya.

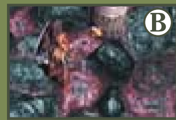
To the right of Froes's Manor is the path leading to the Blackdelve Lava Fields. Head to the opening and climb down.

> **Quest: *Return Nobleman's Daughter***
> Find Tenya and send her home to her father.

Blackdelve Lava Fields

Enemies: Lava Beetles, Lava Elementals	
Quest: Return Nobleman's Daughter	
Portal: No	
Chests: Ⓐ	
Breakables: Ⓑ Metal Barrels	





Lava Fields Level Two, Part One



Watch out for the hot lava—it will hurt you.

After entering the Lava Fields, you'll be in a static place with the tower of Xorin Shadowson's stronghold. He's not paying you any mind though, so just search out the chests behind his place and start exploring the Islands.

The Islands are volcanic rock in the middle of a sea of lava. You'll encounter Lava Beetles (tougher types of Fire Beetles) and Lava Elementals. The golems will throw rocks from the lava. The lava will damage you. Don't hang out in it.

Explore the Islands of rock thoroughly. There are three things worth noting. You may find them in a different order, but here's how the story should unfold.



Kol adds to your tasks.

First, there's Kol, assistant to the shipbuilder gnome. He'll tell you that a large orc came around and messed up the Lava Pump. Kol needs an Exchanger to fix it, but the orc has hidden it away. To fix the Pump, however, a Lava Rider is needed. Find the Exchanger, borrow a Lava Rider, and fix the Pump.

Quest: *Fix Pump*

Get a Lava Rider, find the Exchanger, and insert it into the Lava Pump.



This hatch leads to the first level.

The second thing to note is the hatch leading to the lower level of the Lava Fields. That's where the Exchanger is located. We'll get to it in a second.

Third is the gnome mechanic who can lend you a Lava Rider. We'll get to him in a moment.

To review, you should first find and talk to Kol, then search out the hatch to the first level of the Lava Fields. Climb down the ladder to enter the lower area.

Lava Fields Level One



The two levels are very much alike.

After you're down in the first level of the fields, you'll notice that it's the same as the level above: Rock Islands in a lake of molten fire. The monsters you face are the same as well. Lava Beetles and Lava Elementals rule the day.

This area is much smaller than the one above, however, and the path you must take is much more straightforward. Simply follow along, fighting off any attackers as you go.



The path becomes more treacherous here.

You'll reach a narrow stretch with pipes running parallel on either side. Steam jets and pistons are in the pipes crossing your path. The steam won't harm you, but you must time the pistons so that you pass when both are retracted. If you hit one you'll receive some damage.

Past that gauntlet is the Exchanger. Pick it up and then go back to the second level.



Here's the missing piece.

Lava Fields Level Two, Part Two

Now that you have the Exchanger, it's time to find the gnome mechanic and his Lava Rider. You may have already stumbled across him. If not, keep exploring the Islands. He's most likely located on the opposite end from Xorin's tower.

After you find and talk to the mechanic, you can use the Lava Rider. The controls are simple (they appear on-screen when you get into the Rider) and it handles well.



The mechanic lends you a Lava Rider.

The Lava Field is bounded by a border of pipe. There's an archipelago of Rock Islands beyond the main land mass you explored. Drive the Lava Rider out there and stop on each Island. There are chests and monsters to fight on most of them.

At the end of the Island chain you'll find the Lava Pump. Simply walk up to it and you'll be able to repair it with the Exchanger. Mission completed.



The Islands end at the Lava Pump.

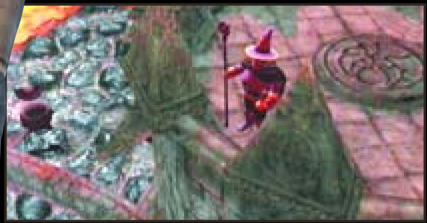
Once you have fixed the Pump, drive the Lava Rider back to the tower of Xorin Shadowson. Get out of the vehicle and walk toward the stronghold. A cutscene will begin.







Three Lava Elementals rise and begin to threaten you.



Xorin, stationed atop his tower, halts them and apologizes. He claims they've been agitated since that big orc came around.

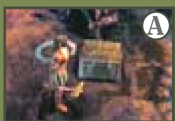


He proceeds to tell you that the Caverns of the Fallen are now open to you, though he doesn't recommend a visit. He warns that it's a tough place.

Since you haven't found Tenya yet, you'll have to press on into the Caverns, warning or no warning. Step up to the entranceway in Xorin's tower and head through.

Caverns of the Fallen

Enemies: Ghouls, Skeletons
Quests: Return Nobleman's Daughter (continued), Unlock the Castle
Portal: Yes
Chests: Ⓐ
Breakables: None



Caverns of the Fallen Level One

Upon entering the Caverns of the Fallen, you'll notice skull and spiked body motifs in the surroundings. These Catacombs are a haven for the Undead.

The first person you meet, however, isn't some dreadful zombie. It's Tenya Froes, Melman Froes's daughter. She's not particularly glad to see you. It seems she's more brave than her father gives her credit. In fact, she's downright bossy. She's lost her five kittens in the caverns and she dragoons you into service to find them.



Tenya is a force to be reckoned with.

Move along the path and you'll reach a static area. It's roughly rectangular with a set of stairs leading down, covered by a giant rib cage. There are five randomized branches off this static area.

You must explore each of the five branches to rescue the kittens. You'll encounter the Ghouls as you go, hideous undead creatures. They shouldn't give you too much trouble but don't allow yourself to be surrounded.



These creatures are in your way.

When you find a kitten, head to the rib cage staircase where Tenya is waiting. After she takes charge of the tiny cat, explore the next branch.

Repeat your actions until you've found all five kittens. When the last one is back, you'll get a cutscene.



While not the most gracious of Gnomes, Tenya does manage to thank you for helping find her kittens.



She agrees to go back to her father and the way forward is now open.

Climb down the stairs under the rib cage and you'll end up in the second level of the caverns.

Caverns of the Fallen Level Two

Decorated in the same fashion as level one, the second level of the Caverns is populated with a different species of Undead. As you move forward, you'll see a quick cutscene.



The woman from your earlier vision appears.



She tells you that Hate will consume itself, leaving itself vulnerable. A cryptic message, but a hopeful one.



Just beyond the point where you see your vision you'll reach a Portal. At that time, several Skeletons attack.

The Portal links you to the Gnome village. You can visit if you like.

NOTE If you use the Portal or a gate scroll to go back to Stinmir's, you'll also see a quick cutscene of Viggs the shipbuilder completing the vessel he's been working on.

When the Skeletons show up they'll be in small clutches. The important thing is not to let them surround you. Keep your enemies in front of you and you should be fine.

When you see catapults to the left and right, you'll notice that the Skeletons around them are fighting each other. They're locked into an endless war, but they will fight you if you get close. Attack one group at a time and wipe out both sides.



They may hate each other, but it seems the Skeletons hate you more.

Push ahead, shattering the Undead as you go. Most likely you'll come to an area with branches on three sides. Explore each branch and clear it of Skeletons. The spiked stakes in the ground will create obstacles in each area so you'll have to find routes through them.

When the grind is done, take the branch from the main area that is more of a direct path. You'll meet more of the bony Undead and reach a save point. Use it to store your progress. Step into the area ahead to trigger a cutscene.



The save point is near the end of this level. Only one huge battle left.



You've stumbled on an unholy host—an army of Skeleton soldiers.



They show off their war chants as you take stock of the situation.

Quest: Unlock the Castle

Destroy the Army of Undead to unlock the castle.

You have 21 Skeletons to defeat in this arena. At first you're surrounded. However, there are only two foes directly behind you. Attack them first to clear the way back to the save point.

Step up to the passageway. It narrows the lines of attacks the Skeletons can use, forcing them to face you and preventing them from flanking and surrounding you.





Pulling back to a more defensible position is recommended.

From your new vantage point you can take a few shots at them with ranged attacks before switching to melee. If you're cut off from the save point area, punch through the mob and run away a bit. The Skeletons are slower, so they'll fall in line behind you. When you've achieved some distance, turn to fight. They should come straight at you. Repeat as necessary.



Running will create a gap between you and the Skeletons.

Luckily there aren't any Archers, just different types of melee Skeletons. After their numbers reduce, wade amongst them and trash the monsters still standing.

When the last bone falls, however, the real trouble shows up.



Skeleton Archers march in to ring the perimeter of the arena.



The true champion of the undead arrives, the Undead Knight.

Undead Knight



The Undead Knight is the biggest and strongest of the Skeleton warriors. He's not very fast but his attacks can cause some serious damage. Plus, he has an avatar that soaks up attacks. The Undead Knight's lack of speed, however, will be his downfall.

First, let's talk about that avatar. The Knight creates a humanoid shape of flies. It carries a sword and stays in front of the Knight as best as it can. This means if you attack straight on, you will inflict damage on the avatar, not the Undead Knight.



The avatar acts as a shield for your opponent.

You can destroy the avatar but after a while the Undead Knight will just create another. It's more efficient to try and attack the source, the Knight himself.

Unfortunately, the Knight's sword strikes are extremely damaging and he has a long reach. It's hard to approach him without taking a few powerful shots. If you want to play it safe, run around the Knight and use ranged attacks. Try running around him so that he faces you with the avatar behind him. He's so slow that it takes a few moments for the avatar to make its way back in front.



Unload with ranged attacks once the Knight is between you and his avatar.

You can then use long-range attacks to soften him up. To keep your distance, circle using the ranged attacks throughout the whole fight.

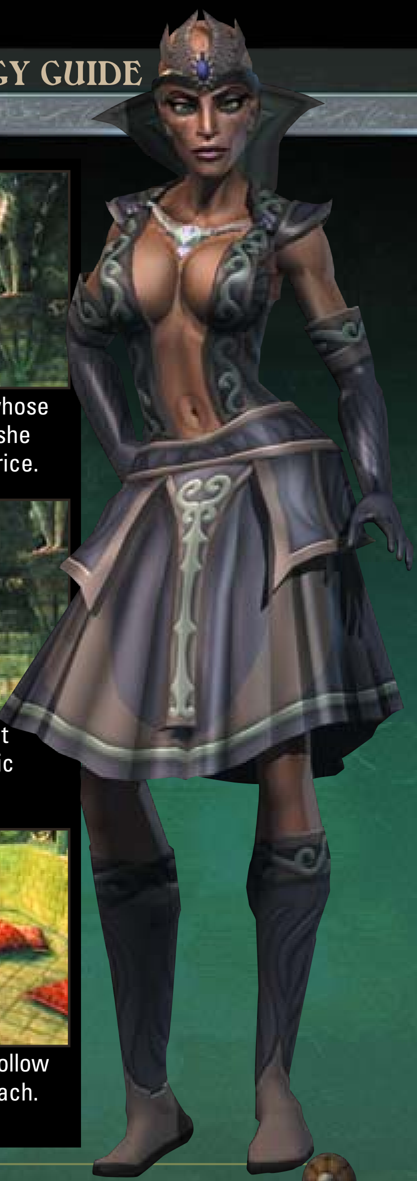
If you do go toe-to-toe with the monster, you'll need to block with skill. Plus, you'll have to fight the avatar every time it nears you. Keep your finger on the Health Potion button—you'll need it.

After slugging it out for a time, the Undead Knight will fall. This opens the way to the next area.



The bridge to Lord Vanarhost's castle drops. That's your next destination.

After the battle, spend time sweeping up the loot from the Undead Army. Clear out the arena, then cross the drawbridge to Lord Vanarhost's castle. You can save at the save point behind you, but there's also one just inside the castle.



Vanarhost Castle

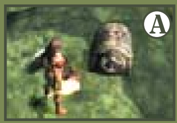
Enemies: Ghouls, Skeletons, Wraiths, Vampires, Vanarhost (Boss)

Quests: Find Bloodvine, Get Cell Key

Portal: Yes

Chests: (A)

Breakables: (B) Large Vases, (C) Wooden Barrels







Sylea

The castle of Lord Vanarhost the Vampire isn't a hospitable place. There are Ghouls and Skeletons prowling the halls. They don't cluster together in great numbers yet, so shouldn't pose too much of an obstacle for you. Make sure, however, to explore thoroughly and smash every vase you come across.



Save at the beginning. Press forward and follow the halls. Check out the rooms you come across, clearing away the monsters as they attack.

The arched ceiling hides foes from your view.

By far the most dangerous aspect of the castle is the ceiling. The many arches over the hall obscure your view, allowing monsters to creep right up next to you before you're aware of them.

Swivel the camera as you change direction to get the clearest point of view as you move ahead.

You'll see a few areas with raised platforms, some doors to pass through, and quite a few enemies to fight off. Eventually you'll come to a static area, a room with cushions and four exits. Walk into the room and a cutscene begins.



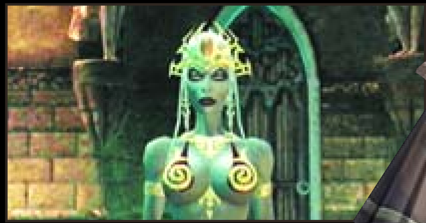
A gray and enchanting woman greets you. She describes the allure of the castle's lord.



She also seems intimately aware of your heartbeat. This is Sylea, a Vampire.



She tells you that the Orc Leader, whose name is Pelys, is in the castle, and she will show you where he is…for a price.



Sylea wants a Bloodvine, a plant that help her control her more animalistic Vampire urges.



Sylea points the way, telling you to follow the hall to a beach in Blackdelve Reach. Quickly now, or she may get hungry.

Quest: *Find Bloodvine*

Find Bloodvine in Blackdelve Reach and return it to Sylea.

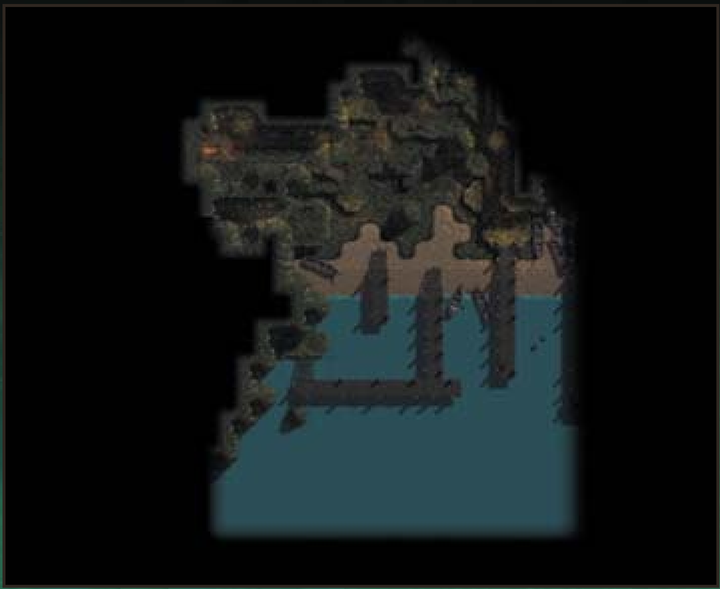
After the cutscene ends, your character will be facing the correct hall. It has four vases in it that you should smash as you pass by.

You'll enter an area with several cells. Who's kept there, however, is a mystery for now. Continue following the path and you'll come to a door leading out to Blackdelve Reach.



Past the prison and out to the beach.

Blackdelve Reach, Briefly





Back to the Gnome lands.

> **NOTE** Since you're back in Blackdelve Reach, you can't use a gate scroll to get to Stinmir's shop. Wait until you're back in the castle before trying to use a scroll.

You'll come out into a part of the Gnome Village that is only accessible from Vanarhost Castle. It's a beach area and there are some Ghouls around, so remain on the ready.

Follow the path straight ahead and descend the rock stairs. Ignore the stairs to your left and descend a second flight ahead. Fight off any foes and search for loot.



The long Dock leads to the plant you seek.

There are two Docks, one very short, one much longer. The long Dock leads directly to an islet with the Bloodvine on it. Destroy the Ghoul you find there and collect the plant. Then head back to the Castle, returning the way you came.

Into the Castle

Back inside, it's a straight run to Sylea. However, when you reach the room with the cells, a cutscene begins. You'll be introduced to someone important.



A gnome by name of Babik Nurn has been captured by Lord Vanarhost but kept alive. Babik thinks the Vampire wants to be led to the Pit of Ill Omen.



Not wanting to serve the Vampire, nor be killed for doing so, Babik asks you to free him. He'll help you navigate anywhere you want to go if you'll do so.



You'll need to get the Cell Key to do it, and it's deeper within the castle.



Quest: ***Get Cell Key***

Find Lord Vanarhost and free Babik Nurn.

Make your way back to Sylea. She's still where you left her in the room full of cushions. Approach her and a long cutscene starts. Pay attention: There's a lot of information to take in.





Sylea is overjoyed to receive the Bloodvine. It slakes her thirst and she agrees to help you.



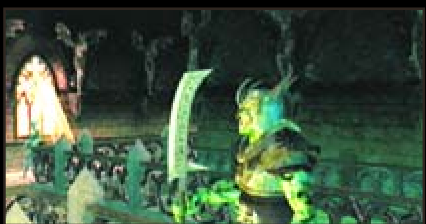
She leads you to where Pelys and Vanarhost are meeting. Sylea warns you to keep quiet, then departs.



Sure enough, Pelys and Vanarhost are discussing a shipment made to the ancient Vampire.



Pelys will obtain undead soldiers for his army in return. Vanarhost is not pleased with Pelys, but has made him a promise of safe passage.



Pelys expresses attraction to Sylea, but Vanarhost questions her loyalty.

When you regain control of your character, save your progress at the convenient save point. Continue down the hall in the direction Sylea departed and toward the area where the Vampire and the orc were standing.

You'll battle several Ghouls and find a lot of vases as you walk along the path next to the water. The path is very direct so you won't have to do much backtracking as you explore.



The path beside the water leads you closer to the castle itself.

Inside the Castle

The path leads to a door which opens into the main part of the castle. Push through and you'll find more of the arched hallways. Explore them as you have before, fighting off the Undead as they attack and smashing vases for loot. Again, it's not hard to make progress, as the way forward is clear. There are some rooms off to the sides—use your in-game maps to find every area.

When you encounter doors, use your camera to swivel around them to see what lurks beyond. It's wise to open the door and immediately start attacking, since monsters are usually just on the other side.



Check ahead before opening a door.

Soon you'll come to a room with a Wraith, Skarn the Dread. You'll know it is near because the monster's health bar appears on the bottom of your screen. Skarn shouldn't have much of an entourage, perhaps one Skeleton. Step into the area until your enemy materializes and then back off, attacking from range if you can.



The Wraiths are spectral figures with scythes.

The area the Wraiths live in is usually flanked by a pair of rooms. If you rush in, they disgorge Skeletons. Backing off will enable you to fight Skarn without also having to handle a dozen other monsters. Once he's gone, move ahead and check for the backup Skeletons.

More halls and rooms later, you'll reach a static area with a save point. Before saving, take a moment to use a gate scroll and unload your inventory on Stinmir. Re-equip with better items if you need to, then gate scroll back. Save your game and move forward into the static area, a room not unlike the one in which you met Sylea.



Lord Vanarhost is expecting you. He hoped you'd follow Pelys.



The Vampire Lord decides he won't dine on you himself. Sylea, at his side, says nothing.



Although you are ready to do battle with the Vampire, the floor gives way, sending you tumbling down below.



The dismal surroundings are swathed in darkness…



…out of which shamble several Vampires. The fight is about to begin.

This area below the castle is very dark, so you can't see much past your character. However, as soon as you regain control, you'll need to fight off a swarm of Vampires. You may be able to churn out a couple of spells before they're upon you, but for the most part it's just going to be a frenzied melee. Hack and slash, use health potions, and stay calm.



The initial battle against the Vampires can be hectic.

NOTE

You can't use gate scrolls while in the Catacombs below Vanarhost Castle.

Now it's a matter of searching through the Catacombs. You'll find a few chests and several Vampires running around. Clear the area of loot and monsters. You'll soon find the way back to the upper floor of the castle. Climb up.

The stairs lead back to the room where you confronted Vanarhost. Smash the vases within, then continue down the hall yet to be explored.

TIP

You can use your gate scrolls again. Visit Stinmir to unload any equipment you found in the Catacombs.

Your path will still be easy to follow, although there are more nooks and small rooms off the main hall. The Vampires, quick and jumpy, are now your main enemy as you go.



The Vampires seem to have followed you!

You'll reach an area where you enter on an upper walkway. To continue on the main path, descend a flight of stairs. However, you'll notice that an enemy health bar for Fretch the Grieved appears at the bottom of your screen. This means a Wraith is near. Check the in-game map and take the upper walkway to a seemingly blank wall which, according to the map, attaches to a small room.

You see a pop-up message that says "What's This?" when you press against the wall. Press the button indicated and you'll open a secret door. You'll also find yourself confronted by another Wraith. Fight him off with furious combat.



Fretch is a tough nut to crack. Keep your healing potions handy.

After clobbering the Wraith, continue along the main path through the castle. Soon after you've faced Fretch you'll meet another Wraith, Forlorn. The same tactics apply with this menace. Use ranged attacks if you can, then switch to melee. Back away to avoid being mobbed by any undead helper the Wraith may have.

Continue fighting through the castle; you'll find another Wraith, Dreary Dreg. This area is home to several Vampires as well as the Wraith, and it's hard to clear out any of the lesser monsters before Dreary appears. You'll have to fight them all.

Dreary Dreg has a lot of help.



Run back the way you came to separate the Wraith from its brethren. Dreary is faster and will most likely get to you first. Battle the Wraith and then go after the helpers.

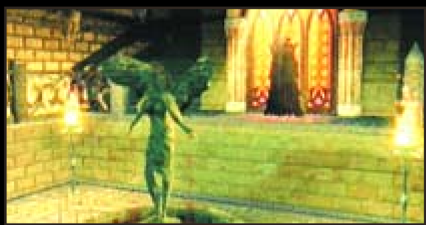
You have some time to wander the path before another Wraith makes itself known. Festering Fume is like the others, spectral and wielding a scythe. Do not rush forward to attack the Wraith. Let it come to you so you aren't balled up with the other monsters in the room. After you handle the Wraith, sweep away the remaining enemies.



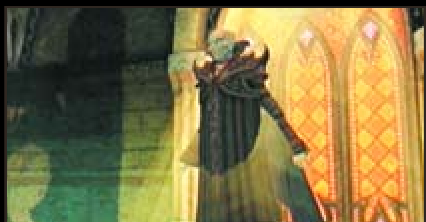
Another Wraith to make things difficult.

Keep an eye on the in-game map for more secret rooms. You'll most likely find one with yet another Wraith, Darksheer, inside. Treat it like the others and then move along. Remember that the Cell Key is your goal.

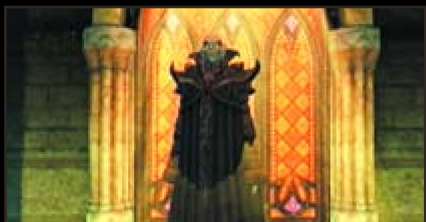
Within a few minutes you'll find a save point. It's imperative you record your progress here. There's a nasty fight just ahead. In the same room you'll find a locked door leading back to the prison cells and another door leading to Vanarhost's chamber. Enter the Vampire's room.



All seems quiet until an unpleasant voice greets you.



Vanarhost is disappointed that you've survived so long. He doesn't seem to have much respect for your abilities.



Advancing closer, he compliments your courage. Then the fight begins.

Lord Vanarhost



Vanarhost is not a Boss to be trifled with. He's a vicious killer and fights like a fury. His sword will cut you to ribbons. He can fly off and attack from any direction. You have to get over the fear of fighting him.

The biggest threat while fighting Vanarhost is his sword. When his red blade comes out, be wary. He'll slash so rapidly it's hard to block, let alone counterattack.



The sword of Vanarhost.

He'll also fly up to the rafters (or transform into bats) and disappear for a time, only to reappear and surround you with his cloak. He'll snap a quick bite to cause damage, then flap away.



Getting caught in his cape isn't safe.

Vanarhost's strikes are so hard they'll knock you back a long way. You can block his blows, but when you attack, chances are good you'll take several hits from him in return. There are moments when he stops swinging and goes on the defensive. He'll block your attacks at this point so use the break to obtain some distance and apply ranged attacks. You'll need to work him down a bit with melee (or ranged attacks) before he begins to fly.

It's easier to deal with Vanarhost when he launches his flying attacks. He'll snap you into his cape, but you can turn and swing away at him, landing a few good hits before he does some damage in turn and flies off.



When he comes close to surrounding you, hit him.

Healing potions are key to this encounter. You can also take an aggressive tack, using healing potions liberally as you do so. This can quickly take an enormous amount of health away from Vanarhost, but it's risky.

After a few successful passes, you'll drain the Vampire Lord's health bar and begin another cutscene.


Vanarhost mocks you (from a safe distance) extolling his immortality.


He claims you have no chance against him, and that he will turn you into an undead slave. He doesn't notice Sylea behind him, holding a wooden stake.


Stabbing her master, Sylea repays the debt she owes you for the Bloodvine. She hands you the Cell Key and warns you that Vanarhost only slumbers. You should go.

Before saving again, use your gate scroll and visit Stinmir. If you were waiting to buy something, get it now. Also, while you're in Blackdelve Reach, pay a visit to Melman Froes.

He thanks you for finding Tenya and gives you the Mistmoor Ruby, a bloodstone that keeps Lord Vanarhost away. He suggests you look for Pelys in the Pit of Ill Omen. You'll need a ship and a navigator to get there. Luckily, you know where one is.


A final visit to Blackdelve Reach to stock up.

Gate scroll back to the castle and save at the save point outside Vanarhost's chamber. Then go to the door leading to the castle prison. Pass through the room in which you first met Sylea and move beyond it to the cells.

Babik Nurn is happy to see you. Head for the Golden Skull on the pedestal in the middle of the room and unlock the cells. Now you must protect the Gnome from the monsters that are between you and the beach.


This is where you unlock the cells.

Quest: *Protect Babik Nurn*

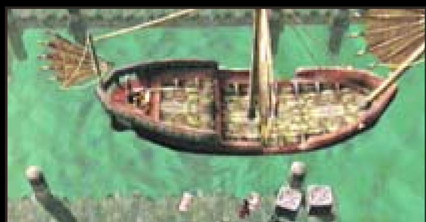
Guide navigator to the pier in Blackdelve Reach.

It's a short journey back to the beach where you found the Bloodvine. Just a few halls in the castle to traverse and few monsters to slay. You have to pay attention to Babik's health (at the top of your screen), but by now these creatures won't cause too many problems. Outside, advance forward, then down a flight of stone steps. Ascend the steps to your left and follow the path to the pier with a boat next to it and Viggs, the shipbuilding gnome, at the end.


Talk to Viggs and he'll help you follow Pelys.

Viggs is willing to sell you the ship he's built for Lord Vanarhost. However, he needs protection from the Vampire's wrath. Luckily, you have the Mistmoor Ruby. Give Viggs the ruby and he'll give you the ship. You and Babik are on your way to the Pit of Ill Omen.


Viggs welcomes Babik and wishes you luck.

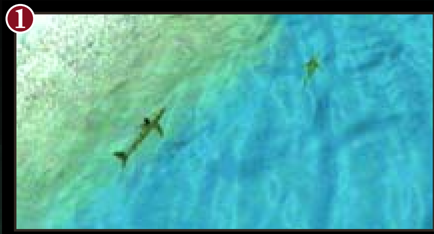

You weigh anchor and sail away.

As the scene ends, a scrolling text describes the Pit of Ill Omen, a hidden world of islands in a sea surrounded by cliffs. But evil magic was turned against your ship and broke it to pieces. However, there were survivors….

THE PIT OF ILL OMEN

Water's Edge





The shark-infested sea is calm after the storm.



You stride out of the water amongst the wreckage of ships.



A man in tattered clothes greets you. He's surprised that anyone survived the shipwreck.



He figures out that you're after Pelys. The man tells you of the Slavers working for Pelys, sacking villages and capturing Slaves.

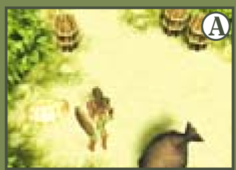
Enemies: None

Quests: Obtain the Horn of Ill Omen, Explore the Island

Portal: Yes

Chests: Ⓐ

Breakables: None





The man, named Davel Grom, tells you of the Portals scattered over the Island. If you travel through them, you will be able to find the treasure of the Pit. Davel suspects that the treasure is the Horn of Ill Omen. He knows how to use it to open the Planar Barriers. If you find it, he says, bring it to him and he can use it to send you where you need to go.

Quest: *Obtain the Horn of Ill Omen*

Follow any leads you can to find the Horn's location. Once you find it, bring it to Davel.

Quest: *Explore the Island*

Look around the Island for the ancient Portals Davel spoke of.



These rocks are your landmarks.

When you regain control of your character, explore the Island of Knives. There are chests (large shells) to find, but otherwise it's a small desolate place. At one edge of the beach are two rocks with torches in front of them. This marks the way off the Island. You must wade out into the water. A sandbar acts as a walkway, leading you to Water's Edge, a village on a second larger Island.

Water's Edge is deserted. A save point and a Portal are in the center of the village, but no people. The save point is near the building that houses the shop in which you will do business in this world. Save your game, then follow the path past the Portal. You'll come upon a cave entrance. Head inside.



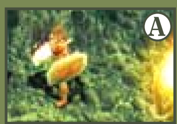
This is where you will find Rondo's shop.



Find this cave and enter it.

Tropical Cave One

Enemies: Frogloks, Dark Elves
Quests: Obtain the Horn of Ill Omen (continued), Explore the Island (continued), Find Lazlo
Portal: Yes
Chests: Ⓐ
Breakables: None





It's wet, dark, and uninviting.

The cave is a damp grotto, filled with small crabs, sea water, and Froglok monsters. Explore the area, slaying foes and opening chests as you go. The Frogloks aren't the fiercest monsters you've faced, so it won't be too challenging to progress through this area.

Eventually you'll reach a large open area with a man standing in its center. Approach him for a chat. He's bound and gagged. When you release him, he tells you it's a trap.



Out of nowhere dark elves show up.



They surround you!

When the action resumes, you must fend off these new attackers and make sure that they don't kill Rondo, the man who tried to warn you of the trap. This means you have to stay close to him. Target Spell Casters amongst the dark elves first, as their spells are potent and they can resurrect their friends.

If any enemies take special notice of Rondo, concentrate on slaying them to protect him. There aren't many foes, so this skirmish will go quickly. A cutscene follows it.



Rondo tells you the Slavers used him to carry loot from Water's Edge to the Western Island. Thereafter, Pelys arrived and told them to prepare an ambush.



The Slavers also have Rondo's brother, Lazlo, who they believe knows how to reach the Horn of Ill Omen. Rondo asks you to try to find his brother.



The erstwhile Slave tells you he's going to restock his shop in Water's Edge, then walks away.

Quest: *Find Lazlo*

Rondo's brother, Lazlo, may know the secrets of the Portals. Find him to obtain more information.

You can use a gate scroll, if you like, to visit the newly opened shop at Water's Edge. If you're ready, however, step up to the broken Portal in the corner. It will automatically warp you away.



The broken Portal is a one-way trip.

Hidden Shore

Enemies: Frogloks, Tarskuk (Boss)
Quests: Obtain the Horn of Ill Omen (continued), Find Lazlo (continued), Find a Conch Shell
Portal: No
Chests: None
Breakables: None

The Hidden Shore is a network of sandy trails you must follow. The Frogloks attack as you go, but you should be accustomed to them by now. You'll reach a static area, with a cave rising from the water a few feet off shore. You may approach it, but you are prohibited from entering until you can breathe underwater.



This cave is inaccessible for now.



The narrow path will lead you to the next area.

On the right-hand side of the path that led you to the shore where the cave is, there is a smaller sand strip at the water's edge. This is the way forward. (The left-hand side is blocked by a tree.) Follow the path and you'll arrive at another small beach and a cutscene.



Walking off the path, you'll turn to the shore.



A Mermaid named Kerriel is lounging on a rock. She's startled, but soon regains her composure.



She asks you to help her find a Conch Shell. If you do, she'll reward you.

Quest: *Find a Conch Shell*

Kerriel the Mermaid will reward you if you can find a Conch Shell and bring it to her.

After you learn of your quest, go up the shore and find the sandy path leading inland. You come across a Portal. You may use it to warp to Water's Edge and Rondo's shop if you require. A few Frogloks will be at the Portal to greet you. Take care of them and press on.



The second working Portal in the Pit.

The trail winds, but with the in-game map you won't be turned around. There are some dead ends, but the way forward is clear. Frogloks are a constant threat, so stay on your toes as you advance.

At some distance farther along, you'll meet your next mini-Boss. Although not as fearsome as some of the big enemies you've faced, this creature packs some punch.



Tarskuk



This one-eyed beast is a huge monster. He and his club tower over you. However, he doesn't have much in the way of variety when it comes to attacks.

"Smash with club" seems to be the extent of his arsenal, with a rare poison cloud attack now and then. The blows from his club are powerful. You can block, but if he lands one it sends you sprawling, and consequently, you'll be exposed to more of the same.



A strong blow can knock you down.

Occasionally Tarskuk will let go with a poisonous cloud. This can damage you as do other poison attacks. Not too harmful, but it can make a dent. Use ranged attacks to keep the monster at bay at the beginning. When he gets close, dodge to avoid his club, then close the distance so you can unload with melee attacks.



A poison cloud can slow you down.

Back off if necessary, but usually a flurry of attacks will weaken Tarskuk to a point where it's worth taking a hit or two to stand your ground and go at it.

When Tarskuk falls, the way is open to move into another cave. Step up to it and enter.

Tropical Cave Two

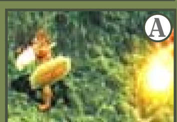
Enemies: Frogloks

Quests: Obtain the Horn of Ill Omen (continued), Find Lazlo (continued), Find a Conch Shell (continued)

Portal: No

Chests: Ⓐ

Breakables: None





Familiar surroundings.

Entering the Tropical Cave brings you to another damp grotto full of Frogloks. It's not different from the cave you found Rondo in, and it will go quickly.

Don't rush, however, or you'll end up swarmed by the trident-wielding Frogloks. While they may not amount to much in ones and twos, in groups of four or more the beasts can deliver you much harm. Be patient and methodically work your way through the cave.



A large group of Frogloks can be serious trouble.

At the end you'll find a cave leading out to the Western Island.

Western Island

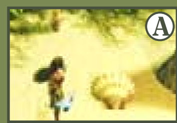
Enemies: Slavers (Orcs)

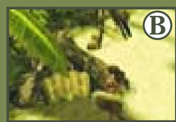
Quests: Obtain the Horn of Ill Omen (continued), Find Lazlo (continued), Find a Conch Shell (continued), Kill the Slavers

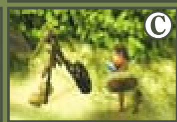
Portal: Yes

Chests: Ⓐ Ⓑ

Breakables: Ⓒ Tripods







Back out in the sunshine are more sandy paths to wander. This time you'll find orc Tripods to smash and lean-tos like the ones you saw in the Orc Cave in Faydark. Move down the path and you'll see a wooden cage containing…Babik! Your gnomish navigator also survived the storm.



Babik is alive, but he's not happy with you.

He refuses to leave his cage. He tells you there are Slavers all around and he won't come out unless you eradicate them. He's also seen Lazlo. Unfortunately, the Slavers pushed him through a Portal.

Quest: *Kill the Slavers*

Find the Slavers hiding on and around the Island and kill them.

When Babik stops talking, a Counter appears at your screen's top. There are 62 Slavers on the Island you must defeat before Babik will leave his cage. Beyond the cage is a Portal. Activate it and use it if you need to visit Rondo.

The Slavers above ground are orcs. They're tougher than the ones you've encountered, but you're tougher than you were too. As with other enemies, avoid being mobbed. Do not let the enemies surround you, and you'll be all right.



The Slavers are in small groups.

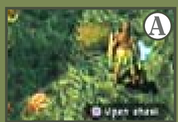
This Island is large, so take the time to thoroughly explore it. There are a couple of caves to investigate as well, but for the moment confine yourself to scouring the surface. Chests abound with gold and loot to collect and Slavers show up around every corner.

Work your way along the shoreline and through the paths until a message appears, telling you to check the caves for more Slavers. Find the nearest cave and go inside.



After clearing the Island's surface, venture underneath.

Western Island Caves

Enemies: Slavers (Dark Elves), Frogloks	
Quests: Obtain the Horn of Ill Omen (continued), Find Lazlo (continued), Find a Conch Shell (continued), Kill the Slavers	
Portal: Yes	
Chests: Ⓐ	
Breakables: None	

The two caves on Western Island are randomized areas. However, they have several common aspects we'll cover here. Explore both caves to clear away the rest of the Slavers so Babik can leave his cage.

Additionally, there are other foes to fight and loot to grab. The Slavers in the caves are dark elves. There are other dark elves and Frogloks in the caves who aren't Slavers, so throttle everything, just to be sure.



Be wary of dark elf Spell Casters; they may be lurking in the caves.

The dark elves can field some heavy hitters to come after you. Of most concern are the Spell Casters. If you see the purple glow around a dark elf, target him or her first so he or she doesn't resurrect his or her friends.

You'll receive messages when there are 15, 10, 5, and 1 remaining Slaver. There are a few at the entrance of each cave, ready to fight when you appear, but you'll find the greater number of them toward the back.



Watch for larger groups of enemies.

When the last Slaver falls, you'll be able to return to Babik with the good news.

Freeing Babik



Find your gnome friend's cage to report your success.

Head to the Western Island's surface and walk over to Babik Nurn's cage. A cutscene begins.



The gate rises and Babik is ready to take off. He wants to relax after his ordeals.





Before leaving, though, he hands you a key he found buried at the bottom of the cage. He suspects Lazlo may have left it behind.



Babik leaves for Water's Edge. It's not the last you'll see of him.

You receive a message indicating that Babik has something else to give you at Water's Edge. It's time for a gate scroll trip. Use a scroll to visit Rondo's shop.

A Quick Stop and a Blessing





You'll need to find this long dock.

There are no enemies you haven't already killed and no chests you haven't already opened here. When you warp into Water's Edge, you'll see a short cutscene.



Babik has made it to the village and is looking for a quiet place to stay.



A short walk brings him to a secluded Island.

When you return to Water's Edge, chat with Rondo and use his shop. Then locate the long dock leading to a small Island.

Once across the dock, you find Babik resting in the sand. Speak with him and he'll give you a shell he's found. It's a Conch Shell, precisely what the Mermaid was looking for.

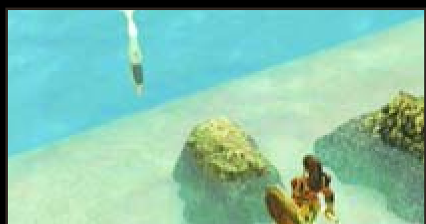


The gnome navigator is happier here than in his cage.

Head to the village and use the Portal to warp to Hidden Shore. The Portal will place you near Kerriel the Mermaid. Wade to her rock and talk to her.



Kerriel is overjoyed to receive the shell. She tries to think of a suitable reward. She decides to give you a sea blessing that will allow you to breathe the water in the Pit as though it were air.



With a quick flip, Kerriel's back in the water and swimming away.

Take the narrow path to your left to find yourself at the cave you couldn't enter earlier. Splash out to the cave. With the sea blessing, you'll be able to go inside.



This cave is now open to you.

Sea Cave One

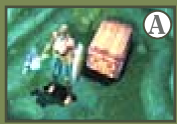
Enemies: Skeletons

Quests: Obtain the Horn of Ill Omen (continued), Find Lazlo (continued)

Portal: Yes

Chests: Ⓐ

Breakables: None





The Sea Cave is a haven for nautical Skeletons.

Trudging underwater through the Sea Cave is slow going. Plus there are a lot of Skeletons with which to contend. Your goal is to find the damaged Portal and teleport to the next area. However, the cave is long and winding, with several branches in different directions. This means you may have to backtrack a couple of times to find what you're looking for. If you find it on the first try, you should wait before using the Portal and search the rest of the area for enemies and loot.

NOTE

You can use gate scrolls in the Sea Cave, so visit Rondo whenever you need to.



The Skeletons are thick in the twisting caves.

Your biggest problem is going to be the Archers. Moving in the water slows you. This means it takes longer to close in on your enemy, allowing an Archer more time to shoot at you. Use your block to deflect arrows and use ranged attacks to deal with them. Archers with special power ups (such as fire arrows) may emerge. They can mean extra trouble because their attacks can push you back even if you block.



Archers are more dangerous underwater.

When you clear the caves, find the broken Portal and approach it. After you are near enough, it will whisk you away to the next area.

Ashen Plain

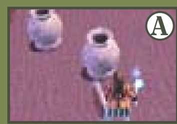
Enemies: Scorpions, Mummies

Quests: Obtain the Horn of Ill Omen (continued), Find Lazlo (continued)

Portal: Yes

Chests: None

Breakables: Ⓐ Vases





The scenery is nothing special.

The Ashen Plain is a contrast to the tropical feel of the other areas you've explored in the Pit of Ill Omen. A barren desert, the Plain is square. The details are randomized, but some things are static. There is a save point at the beginning where you appear (use it) and a Portal nearby.



Scorpions of various sizes and Mummies will accost you as you explore the Plain. Never rush at a group of opponents, on the chance that there are more farther along.

These two monster types are your foes on the Plain.

The biggest threat will be the Mummy Spell Casters. These enemies employ powerful magic, specifically fire spells, that rain fireballs on you in a chaotic pattern. They can also resurrect their comrades.



All of this is familiar to you, however. You've seen magic attacks and resurrection before. These Spell Casters, though, can also teleport out of your way if you come too close. You have to be fast to strike them solely with melee attacks. Use a ranged attack as you close in, then switch to melee for the coup de grâce.



The spell-casting Mummies are the most dangerous creatures on the Ashen Plain.

Circle the Plain's edges, then sweep through the interior until you've explored it all. Use the in-game map to track where you've been.

Near the middle of one of the rock walls surrounding the Ashen Plain, you'll come across a broken Portal. This one doesn't work (right now). Aligned with the broken Portal there is a path leading into the wall and to a Temple entrance.



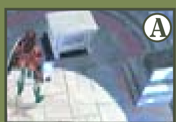
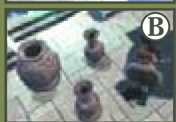


You can't use the broken Portal yet. First find the entrance in the wall to the Temple.

Before entering the Temple, finish exploring the Ashen Plain. You'll find an entrance to another Temple in the middle of the Plain. This entrance is sealed. You'll be able to use it later.

After you sweep the Plain thoroughly, it's time to go to the Temple in the rock wall. Approach it and step inside.

Mormaz's Temple

Enemies: Mummies	 A
Quests: Obtain the Horn of Ill Omen (continued), Find Lazlo (continued), Extinguish the Braziers	
Portal: Yes	 B
Chests: Ⓐ	
Breakables: Ⓑ Vases	



The temple is well built.

Mormaz's Temple is a dangerous place. The Mummies who guard it are quick and the Spell Casters are potent. They're the same types as those on the Ashen Plain, but the confines of the Temple make maneuvering more difficult.

Even without the enemies every few feet it might be difficult to move around. Small pools and sunken areas divide the floor oddly. The path you'll have to negotiate is not straight. You may have to turn back several times to get around a column or low wall.



The floor plan prevents a direct route through the Temple.

There are lots of vases and several chests to find. The chests are difficult to spot, as they blend well into the surroundings.

You'll be most concerned, however, with the legion of enemies between you and this level's end. The Mummy Spell Casters are plentiful and hang out in groups. This is a problem because they will resurrect each other as you chop them down. A group of four Spell Casters is a nightmare.

Ranged attacks are best used to whittle away at the Spell Casters before you rush in for melee attacks. If you're faced with multiple magicians, spread out your ranged attacks amongst them, hitting each once or twice. Then swarm close and knock them out in rapid succession.



Multiple Spell Casters are a huge challenge.

There are the regular melee enemies to contend with, as well. Take out the Spell Casters first, but if regular fighters block you, you'll have to carve through them first.

Your goal is to reach a point in the back of the Temple where a grand Mummy waits for you. Clear the rest of the Temple as you go to the back, then approach the last Mummy. A cutscene begins.

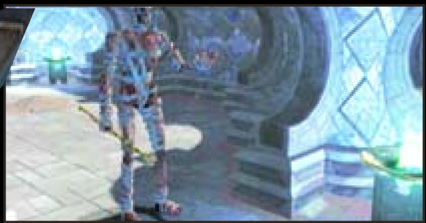


Get to this archway.

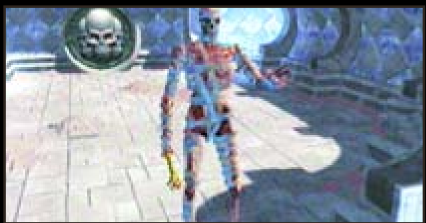




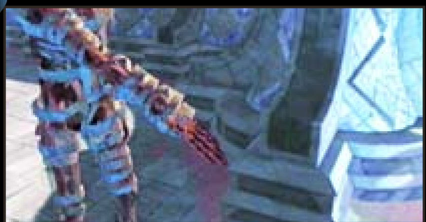
The Mummy is Mormaz, king of the land cursed by Innoruuk.



He knows you are looking for the Horn of Ill Omen. He also knows where it is. However, you must first do him a favor.



Enter the Sealed Temple and extinguish the Braziers of Hate burning within.



Mormaz gives you his heart so you can extinguish the Braziers of Hate. Return when you have finished your task.

Quest: *Extinguish the Braziers*

Find a way into the Sealed Temple and unlock it by extinguishing all the Braziers burning within.

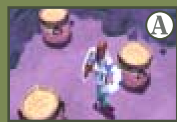


The damaged Portal is the first step to the Sealed Temple.

Now that you have Mormaz's heart, exit the temple. Backtrack through the now safe halls and exit to the Ashen Plain.

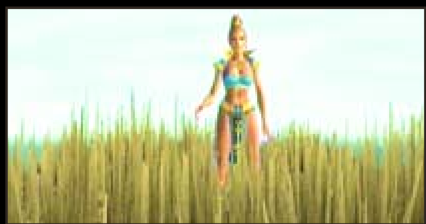
After you're on the sandy plain outside, walk forward, with the entrance to Momaz's temple at your back, until you come to the damaged Portal. Step up to it and it will whisk you away to the next stage of your journey to the Sealed Temple.

The Grass Sea

Enemies: Cyclopes, Plains Beetles	
Quests: Obtain the Horn of Ill Omen (continued), Find Lazlo (continued), Extinguish the Braziers (continued)	
Portal: Yes	
Chests: None	
Breakables: Ⓐ Baskets	



Before you reach your destination, another vision appears. It's the mysterious woman.



She has come with a warning and a hopeful message. She tells you to stay on your path and not to despair.

The Grass Sea is a marshy area enclosed by flinty cliffs. It's populated with Plains Beetles, this time with blue carapaces, and lumbering Cyclopes. The Plains Beetles, though a bit tougher, are familiar to you and won't pose a problem. The Cyclopes are more challenging. Use your ranged attack as they come at you, and sidestep their strikes. Luckily, the Cyclopes don't travel in groups.



These big monsters are all around the Grass Sea.



There are baskets that contain loot ranged about the area. There aren't any chests, however. Explore the area to clean it out. Pay attention to the short Mesas (the rock formations in the Plain). Alongside some of them are steps cut into the sides. Use these to explore the Mesa tops.

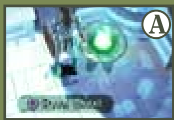


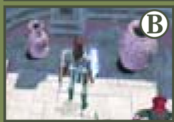
This is what the rock steps look like. Use them to get to the Mesa tops.

Fully search the Mesas. On one is a broken Portal. When you've cleared out the rest of the Grass Sea, step up to the broken Portal and it will warp you to the next area.

Sealed Temple

Enemies:	**Mummies, King Mormaz (Boss)**
Quests:	**Obtain the Horn of Ill Omen (continued), Find Lazlo (continued), Extinguish the Braziers (continued)**
Portal:	**Yes**
Chests:	**Ⓐ**
Breakables:	**Ⓑ Vases**



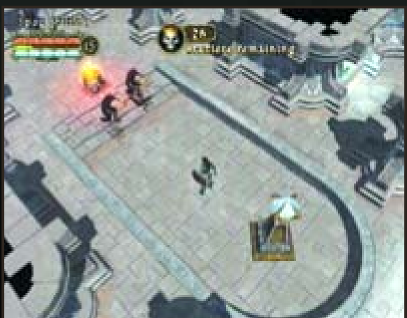




A few Mummies are ready to greet you.



The odds are against you.



You'll find a Portal and a group of enemies.

The Sealed Temple is not a friendly place. It's stuffed with Mummy Warriors and Spell Casters, all looking to help you on your way to the afterlife. Upon entering, you'll find a Portal behind you. Activate it (use it if you need to), and then face the monsters bearing down on you.

The Mummy Warriors and magicians are tougher in this Temple than in the other areas of the Ashen Plain. You'll figure that out after dealing with the first group of them. Watch out for the Spell Casters, and target them first. However, don't hesitate to cut down the enemies between you and the Spell Casters. The melee Mummies can quickly cut you up.



A Brazier of Hate.

Opposite the Portal is the first Brazier of Hate. There are 28 to extinguish, as noted at the top of your screen by the Counter in the center. You can distinguish the Braziers of Hate from the ordinary Braziers because their flames are orange. The commonplace Braziers have blue flames.



To extinguish a Brazier of Hate, walk up to it and you'll be prompted to press a button. When you do so, the flame will sputter out. You need to ferret out all 28 Braziers in the Sealed Temple.



Search thoroughly for the Braziers.

The orange flames may be out in the open or tucked away in nooks and corners. It's easy to miss one, so sweep the sections of the Temple.

The Mummies make this difficult. They'll distract you from your search by trying to kill you. Don't become impatient, or they'll succeed. Move carefully so you aren't swamped by your foes.



Spell Casters are problematic.

By now you have a lot of experience dealing with Spell Casters, but as always, they are troublesome. They should remain your priority targets, but as mentioned earlier, don't ignore immediate threats from melee monsters as you proceed.

As you wander through the Sealed Temple, you may come across a door decorated with bas-relief skulls. This is your ultimate goal, though you may encounter it early on. When the last Brazier of Hate is extinguished, this door will open. Remember its location for when you need to exit.



This door leads out of the Sealed Temple. Make note of it.

There will be six Braziers on either side of the exit door. Scour the rest of the Sealed Temple for the other Braziers of Hate, then return to snuff the last of them. When you put out the last flame, you'll see a cutscene of the door opening. Head through to the room beyond.



There are a few Mummies inside to deal with, then you can follow the stairs to the Ashen Plain.

You have broken the curse; follow the stairs out.

King Mormaz

Now that you have lifted Innoruuk's curse, you must report to King Mormaz in his Temple. Cross the Ashen Plain to his Temple entrance. Avoid the broken Portal on the Plain and enter Mormaz's area.

NOTE The broken Portal will warp you to the beginning of the Grass Sea if you get too close. There won't be any more monsters so it isn't dangerous, but it is inconvenient.



This opening leads to Mormaz's Temple. You used it earlier.

Once inside, retrace your steps to where you first met King Mormaz. If you were thorough the first time you passed through this Temple, there won't be any more monsters to worry about.



Mormaz is waiting for you.

Talk to the Mummy King, and he will thank you for your assistance. In return, he will allow you to use the Portal behind him to find the Horn of Ill Omen. There's a catch, however. The King vowed he would die in battle to a worthy opponent. Namely, you. He's not doing this out of malice, yet he won't hold anything back. You need to fulfill the King's last wish and defeat him in a fight.

King Mormaz



Even after spending centuries as a Mummy, King Mormaz is a powerful opponent. He's not one for direct confrontation, and has many attackers at his disposal. With a wave of his staff, he can summon Mummy Warriors and Spell Casters to fight you. Plus he can send magical green "snakes" of poison after you. Have healing potions ready; this is a tough fight.

Mormaz will call some of his subjects to fight with him. The big problem, as always, are the Spell Casters who concentrate on highly damaging fireball attacks. The melee soldiers aren't much fun, either.



The Mummy Spell Casters and Warriors are effective at delivering damage.

Don't focus all your energy on Mormaz's hench-Mummies. While you must deal with them or they'll toast you, you also have to attack the Mummy King. You might destroy his subjects, but soon after they fall Mormaz musters more. Make sure that for every lesser Mummy you dispatch, you also hit Mormaz a couple of times.

When the King's staff glows green, he's sending a magic snake after you. It's a wiggling green line that will pursue you. If you have any defense against poison equipment, use it. The magic snakes do terrific amounts of damage, and the poison they leave in your character's system is potent.



The green glow on Mormaz's staff means that a magic snake is on its way.

The key is to defeat Mormaz. This is obvious, but you may become distracted while fighting lesser Mummies and dodging poisonous snakes. You can go face-to-face with Mormaz without much fear, as he conjures up more subjects and magic snakes instead of using his staff as a melee weapon. However, those lesser Mummies can stack up the damage against you if ignored, so clear them out once or twice as you fight.



A fallen King who died nobly.

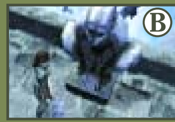
It may take several healing potions, but you'll soon have Mormaz drained of his undead life. His mummified corpse will fall and you'll hear his voice thanking you as his spirit departs.

Go through the room King Mormaz previously guarded to find another round door with skulls carved upon it. Open it to see another broken Portal. Step up and it will warp you to the next leg of your journey.

Tower of Clouds

Enemies: Dark Elves, Cloud Giants, Cloud Giant King (Boss)
Quests: Obtain the Horn of Ill Omen (continued), Find Lazlo (continued)
Portal: Yes
Chests: Ⓐ
Breakables: Ⓑ Gargoyles


Ⓐ


Ⓑ

The Tower of Clouds is a land of dark elves and Cloud Giants. Made up of long stone paths floating above the clouds, the layout isn't hard to navigate, but it will take a while due to the length of the paths.

You will find a save point, so use it to record your progress. Move along to meet your first foes. A large number of the dark elves you face have ranged weapons. Combined with the long narrow paths with nowhere to hide, those missile weapons can do serious damage to you as you approach. Countering with ranged attacks are effective against them, but melee fighters can sweep in as you're trying to deal with the Archers.



The ranged attackers are brutal.

The chests are huge and hard to miss, so you shouldn't have trouble finding them. Also ensure you smash the large Gargoyles on the edges of the paths.

Soon you'll encounter a Cloud Giant. These massive creatures look intimidating, but it's likely that a group of Archers will give you more trouble. The Giants aren't subtle with their attacks. They club with their weapons or jump to stun you. Hit them with your best tactics, ranged, melee, or magic attacks, and watch them fall after a couple of strikes.



Cloud Giants are large, which makes them easy targets.

You won't run into any spell-casting foes, which is a nice reprieve. However, there are enough monsters to keep you busy.

You'll come across a Portal. Activate it and use it to visit Rondo if you need to. Press on, clear out the areas, and you'll find a second save point. Use it. This signals that you're close to the level's Boss, so prepare yourself.



The second save point is a marker and a warning.

After you pass the save point, there is an open area. At the end opposite you, a narrow walkway leads off the wide open space. Head over the walkway, and a cutscene starts.





There's a cage at the end of the walkway.



Before you have a chance to investigate, the Cloud Giant King confronts you. He speaks of Pelys and an oath he gave to the Orc Leader.



The King has sworn to kill you, and he doesn't think much of your chances against him.



He gives you a moment to pray to your gods.

Cloud Giant King



The Cloud Giant King doesn't relish the thought of killing you, but he vowed he would and he can't be an oath-breaker. While a strong sense of principle is admirable, you'll need to prove him a liar by surviving. It is a challenge. The Cloud Giant King has several strong attacks to use against you.



Watch out for the Ground Lightning.

When the Giant King slams the ground with his right hand, lines of Lightning shoot from his feet along the ground. The lines turn counterclockwise. Stay between the lines and move with them. You can either spiral in to attack the King or spiral out to dodge the Lightning.

The Cloud Giant King has a large hammer in his left hand for close quarters attacks. If you come within melee range, he'll clobber you with the hammer or kick with his big feet. You can block either attack, and you should, because the attacks cause a good deal of damage.



A hammer blow.

The King also has Frost Breath. It's a mid- to close-range attack that will harm you for as long as you're in the Frost stream. Move to the side or farther away from the Giant if he starts blowing the white cloud. The damage from a single hit isn't much, but if you're trapped in the stream it can add up.



An icy blast of Frost Breath.

Staying out of range and using distance attacks of your own helps. You have only the Cloud Giant King to worry about. He doesn't have any minions running around to aid him, so pull back and hammer him with ranged shots to whittle him down.



When he's wounded, you can rush in for a flurry of close quarters attacks if that's your character's specialty. When he falls, he falls hard and a cutscene begins.



The cage on the walkway opens.



Inside is a bedraggled man. He's almost incomprehensible, but you've found Lazlo.



He's raving at first, but soon calms down to tell you about a secret Portal which belonged to the Cloud Giant King. This Portal leads to the area where you will find the Horn of Ill Omen.



Lazlo must know he can trust you. To do that you need to free him.

You already hold the key to Lazlo's chains, thanks to Babik Nurn. Before you approach the crazed man, backtrack to the fallen Cloud Giant King and scoop up any treasure you may have overlooked during the battle. Talk to Lazlo.

He says he'll lead you to the secret Portal and shambles off. Follow him. When he reaches the Portal, don't step into it yet. Make sure you've explored all of the Tower of Clouds area. When you're satisfied that it's all clear, step up to the broken Portal and warp through.

He may be mad, but Lazlo's as good as his word.



The Frozen Sea

Enemies: Frost Badgers, Ulthork
Quests: Obtain the Horn of Ill Omen (continued), Make a Raft
Portal: Yes
Chests: Ⓐ
Breakables: Ⓑ Frost-Covered Baskets







The frozen wasteland is a maze of ice and snow.



Lazlo tells you that the Slaves were forced to dig until they were killed or died.



To avoid that fate, Lazlo secreted away raft pieces. He left them in the ruined hulks of ships stranded in the ice.



He tells you that to reach the Horn of Ill Omen you must collect the raft pieces and be able to breathe underwater.



Quest: *Make a Raft*

Gather the raft pieces that Lazlo has hidden inside the ships.

This area is simple. You need to find the five pieces of Lazlo's raft. After you collect them, Lazlo, who is blocking a path, will step aside so you can launch the raft and let the current take you to the Horn of Ill Omen. First, find the Portal that is near your starting place. Activate it, then set out to assemble the raft.



Lazlo obstructs the path out of the Frozen Sea. He won't budge until you've completed your task.

This area is populated with white-furred Frost Badgers and Ulthork. Both are hostile to you. The Ulthork have a few Spell Casters that will conjure up ice spells and warriors with melee weapons. They are large and slow, a decided disadvantage.

The Frost Badgers are tougher than the ones you're used to, so be wary around them. Luckily, you won't see them in groups larger than two.



The Ulthork are tough but slow.

As you search for raft pieces, keep an eye out for frost-covered ships half sunken in the ice. If you see one you can be sure that a raft piece is either next to it or nearby. There are five pieces to find: two paddles, a stack of barrels, a coil of rope, and a stack of planks (the paddles are two separate items).



You'll need two paddles, like this one.



A few barrels, found together.



Several planks of wood for a deck.



A coil of rope to keep it all together.

You'll need to fight your way through the areas as you search. The ice flows are sometimes winding and split with openings to the sea. The path isn't straightforward, so use your in-game map to guide you.

TIP **It is difficult to see the map against the white snow. To remedy this, find a patch of water and adjust the camera so the map is against the blue of the sea instead of the white snow.**

When you discover the final piece of the raft, you'll get a message telling you to return to Lazlo. Make your way back and speak to him. He tells you to take the pieces to where the ice ends and to launch the raft from there.



Lazlo is agitated when he tells you where to find the Horn of Ill Omen. There's something he's not telling you.



He relents and reveals that something has grabbed hold of the Horn and isn't going to let it go. Sounds likes it will be a struggle to retrieve the instrument.



Lazlo refuses to help any more. He returns to Water's Edge to find his brother, Rondo.

Walk down the path that Lazlo blocked to end up in the next area. It's more of an extension of the Frozen Sea than a new section.

Bronzeholt

You won't find any Ulthork in Bronzeholt, but other than that it's the same as the Frozen Sea.

The path here is straightforward. Follow the twisting path of ice to the end. There are short branches off the main path, but nothing major.



The Bronzeholt area has more ice and snow.

When you find a Portal, you'll know you're almost at the end. Use the Portal if you need to. When you return, press forward to see a small dock. Step up to it, and a message will tell you this is the place to build the raft. Click the "OK" button and the raft will appear. Board the craft and launch yourself from the dock.



The dock is your destination in Bronzeholt. You'll find it quickly.



Using the makeshift raft, you push off from the dock and into the cold sea.



It seems that not everyone has made it past this point.

The Depths

Enemies: Skeletons	
Quests: Obtain the Horn of Ill Omen (continued)	
Portal: No	
Chests: (A)	
Breakables: None	

You're on the bottom of the ocean. Thanks to the Mermaid's sea blessing, however, there aren't any ill effects of breathing water. When you enter this level, a save point is nearby. Use it, then take stock of your surroundings. While the details are randomized, the Depths consist of a broad raised area, a path surrounding it, and a broad sunken area. To move from one elevation to another, you need to find the earth ramps along the area's edge.



Ramps like this one lead from one area to the next.

Murderous Skeletons make this more challenging than just a slow-motion stroll on the ocean's floor. While the water slows your movements as well as those of your enemies, this can be advantageous as it gives you time to think. You can see arrows flying and you're able to dodge them accordingly, plus there's more time to aim and choose targets for your ranged attacks.



The Skeleton hordes are back for more battling.

Scour the area for chests and foes. You can sweep up some significant loot and some experience by being diligent in your exploration.

Due to your slow progress, it may take a while to find the sunken area. After you do, you'll need to locate another ramp leading into it. Slide down, and within the lower area is a cave. It leads to the next section, so step through it.



The cave in the sunken area is the way forward.

Sea Cave Two

Enemies: Skeletons, Gloomwater (Boss)
Quest: Obtain the Horn of Ill Omen (continued)
Portal: Yes
Chests: A
Breakables: None



The dark and gloomy interior of the Sea Cave forebodes of perilous times ahead. Your sight is limited and the Skeletons are out in force. The caves wind and twist for a long way, but the path has no real dead ends or false branches. Keep moving and you'll find the end.



The caves are not well lighted.

The Skeletons won't let you walk by, so you'll have to fight. The monsters never get too thick, and because the path is straightforward and narrow there's little threat of the monsters surrounding you. You can use ranged attacks with impunity because you're assured of the enemy being in front of you.



The Skeletons aren't clumped together in large groups.

As you go through the Sea Cave, check for the chests (they look like large shells) in nooks along the path. Swing the camera around as you go to look for them.

After a long walk underwater you'll come to the final part of the Sea Cave. It's a rectangular room that houses a large monster. This creature has taken the Horn of Ill Omen. It's time to get it back.

TIP Use a gate scroll to visit Water's Edge before you fight the Boss. Use the save point there to record your progress, then warp back. The battle isn't the fiercest you'll fight, but it doesn't hurt to be cautious.

Sub-Boss

The Sub-Boss isn't a complicated monster. It has big claws and that's about it. The thing looks terrifying, but don't let that throw you off during the battle.



Big and ugly.

The monster isn't fast, though you won't outstrip it much in a footrace. You can, however, put space between the two of you, then turn and use your ranged attacks. If you wish, you may continue this pattern: running, turning and shooting, then running again. It takes a long time to chip away at the Sub-Boss's health that way, but it may be the answer to your success in this encounter.



Running to get distance.



You can block his claw attacks so the remaining face-to-face with the creature won't be too deleterious to your health. Block when you aren't attacking. The Sub-Boss also isn't too fast when it comes to the claw attacks. There will be long pauses between swipes, so you will have ample time to counterattack. Time it right to get through this battle without taking much damage.



Going toe-to-claw with the Sub-Boss.

When the creature falls, it drops the Horn of Ill Omen. Pick up the instrument. Use the Portal to return to Water's Edge.



You have defeated the beast and the Horn is yours.

Water's Edge Return



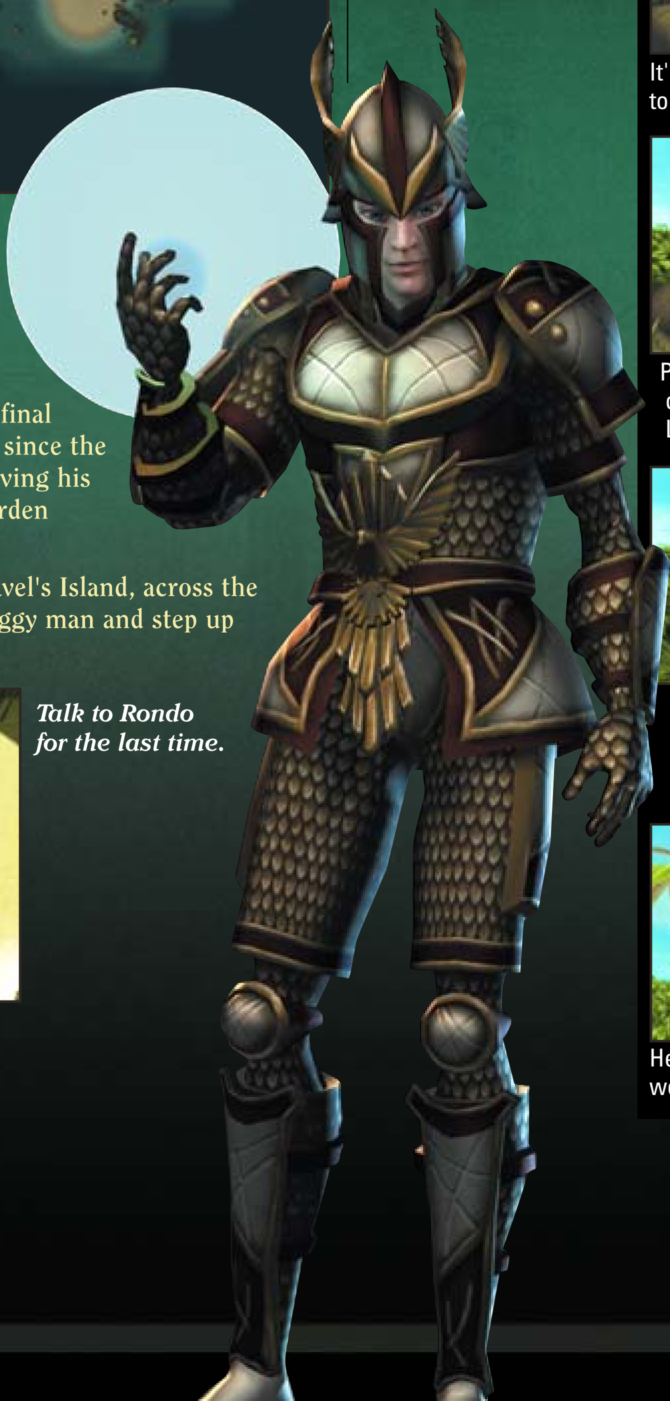
There are no fights in this area, no chests to open, and no new quests. All you have to do is bring the Horn of Ill Omen to Davel.

Before doing so, pay Rondo a final visit. If you haven't talked to him since the Frozen Sea, he'll thank you for saving his brother and give you a gift. Unburden yourself and save your game.

When you're done, head to Davel's Island, across the underwater sandbar. Find the shaggy man and step up to speak with him.



Talk to Rondo for the last time.



2



Davel is happy to see the Horn, but something isn't right….



It's Pelys. He disguised himself as Davel to trick you.



Pelys explains how he used you for his own ends. He reveals that the Orc Leader is also a disguise.



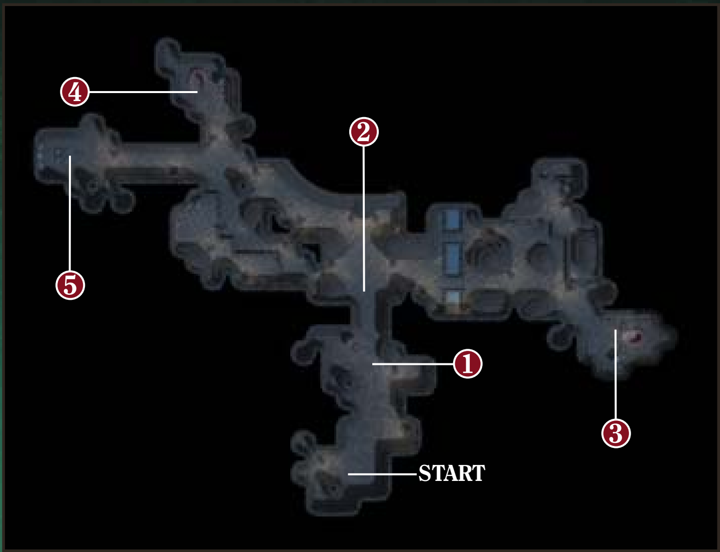
Pelys is a dark elf. He also knows how to use the Horn of Ill Omen to open the walls between the Dimensions.



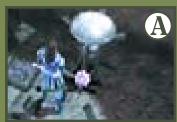
He plays a note on the Horn and the world spins.

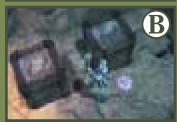
KHATHUUN

City of Khathuun



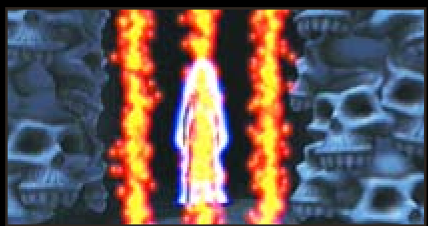
Enemies: Dark Elves	
Quest: Gather the seven Curiosities for Gol	
Portal: No	
Chests: Ⓐ	
Breakables: Ⓑ Wooden Boxes	







The mysterious woman appears again. She tells you to find her on the Plane of Hate.



The Portal to the Plane of Hate is blocked, she says, by Fiery Bars. You must find a way to enter.

You regain control of your character in the dark elf city of Khathuun. It's a subterranean metropolis where gray rock walls loom all around you. Smash the boxes you find nearby, then move forward. You'll come across a dark elf in front of a building, with a save point nearby.

Save your game, then talk to the dark elf. His name is Gol Nazyn. He's a friendly shopkeeper in the city. He has a task for you. Complete the job and he'll lower his prices.



Gol is willing to deal.

He needs seven objects, things he calls "curiosities," collected and returned to him. He won't say why he wants them, but take him up on his request.

After you're done with Gol, move forward until the path opens. There are houses built into the rock and boxes and chests scattered here and there. Dark elves will attack you as you explore. They aren't out in force, mostly in ones and twos, so you won't be overwhelmed.



The first pair of enemies shows up after you leave Gol.

Search the area. Move to the right when the path opens beyond Gol's shop. You'll see more houses, a few more enemies, and a gap with two short narrow bridges. Beyond that is a raised area to the left. You can't go up there yet. Past the raised area is an entrance to the Dungeon of Khathuun. It's a red hole in the ground.



The Dungeon entrances are distinctive.

For now, ignore the Dungeon and backtrack through the city. Go past the path to Gol's shop and scour the other half of the city. There are more dark elves to contend with so stay sharp.

Another raised area appears to the left. It's also beyond your reach for now so continue on. In a small branching of the main path is another entrance to the Dungeon of Khathuun.



Another Dungeon entrance.



Ignore the entrance until you finish the tour of the dark elves' city. Past the second Dungeon entrance is a path. Foes patrol there, so deal with them and proceed. You'll come to an ornate floor plate and a Gate of Fire beyond it. This is the gate you saw in your vision; it's the entrance to the Plane of Hate.

A message tells you that you need pure Hate to open the way ahead. Remember that; we'll be back later.



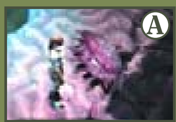
The gate to the Plane of Hate.

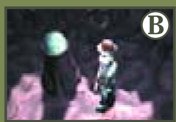
Now it's time to tackle the Dungeon of Khathuun. Go to the entrance near the gate and step inside.

> **NOTE** You can't use a gate scroll while in the city of Khathuun because the shop is there. If you need to visit Gol while in the city, you must walk to him.

Dungeons of Khathuun

Enemies: Khathuun Beasts	
Quest: Gather the seven Curiosities for Gol (continued)	
Portal: No	
Chests: Ⓐ	
Breakables: Ⓑ Eggs	





The dungeons beneath Khathuun are a nightmare. They're constructed from organic material; tentacles and eyes adorn the walls, and shallow pools of liquid spot the floor. When here, one could imagine being inside a living beast. Best not to think about it too hard.



The surroundings in the Dungeons are creepy.

The Dungeons are randomized areas sprawling under the dark elves' city. You'll fight with Khathuun Beasts as you navigate the disgusting corridors.

These creatures are most deadly up close. If you're face-to-face with one and it slams into you, the damage can be significant. Their other attacks aren't as harmful. Attempt to destroy them (or at least soften them up) with ranged attacks.



The Khathuun Beasts are the guardians of the Dungeons.

You'll also find odd chests, which at first glance might be mistaken for a part of the wall or floor. Search carefully to spot them all.

Take it slow as you move through this first stretch of Dungeon. The Khathuun Beasts aren't too bad in small groups, but there's a chance you could be mobbed and that would be unfortunate.



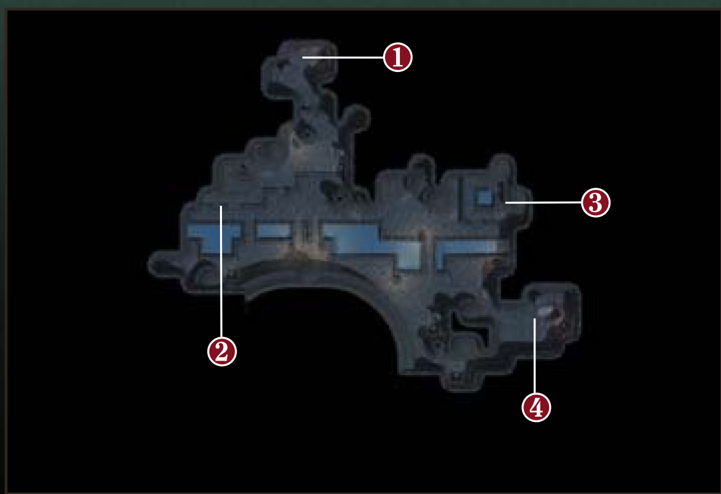
The first Curiosity.

At one point you'll see a patch of dry land, most likely with a couple of torches on either side. There you will find an object, the first Curiosity Gol is looking for. Pick it up and keep moving.

> **NOTE** You can use gate scrolls in the Dungeons to visit Gol.

You'll soon reach a door leading back to the city. Step through and you'll arrive in a different section of Khathuun.

Khathuun North



Enemies: Dark Elves

Quest: Gather the seven Curiosities for Gol (continued)

Portal: No

Chests: Ⓐ

Breakables: Ⓑ Wooden Boxes







This is where you exit the first Dungeon.

When you exit the first area of the Dungeon, you end up in the back of Khathuun. Dark elves will attack you almost instantly. Fend them off and move forward. You're on top of a raised area, similar to the ones you saw in the city's other section. Clear the area of enemies and loot, then search the edge.



Drop into the broken stretch of the crenellations. You won't be able to climb back up, so make sure you don't need to step back into the Dungeon.

You can reach the lower area here.

The dark elves are thick in this section of the city. The enemy will use ranged weapons, spells, and melee attacks against you. As always, the Spell Casters are your priority. However, the narrow streets may prevent you from simply charging at them.

Explore the rest of this section of the city. You'll find more foes, boxes to smash, and chests to open. In one corner you'll find stairs leading to a raised area. Climb up and poke around for the second Curiosity.



That's two out of seven.

Keep scouring the area until you're satisfied you've retrieved all you can. Go to another Dungeon entrance in a corner. Descend into the seamy underbelly of Khathuun.



Into the Dungeon again.

Dungeons of Khathuun Continued

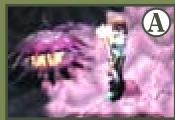
Enemies: Khathuun Beasts

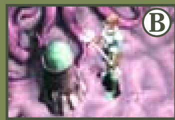
Quest: Gather the seven Curiosities for Gol (continued)

Portal: No

Chests: Ⓐ

Breakables: Ⓑ Eggs





This is the same type of environment you were in before. There are tentacles on the walls, eyes that follow you, and Khathuun Beasts to battle.

The same type of Dungeon.



Be patient as you navigate the damp halls. The Khathuun Beasts are no less deadly at close range and they can easily gang up on you if you rush ahead.

Explore the Dungeon thoroughly. It won't take long because you'll travel a single path without any major branches. You'll be funneled from one end to the other.

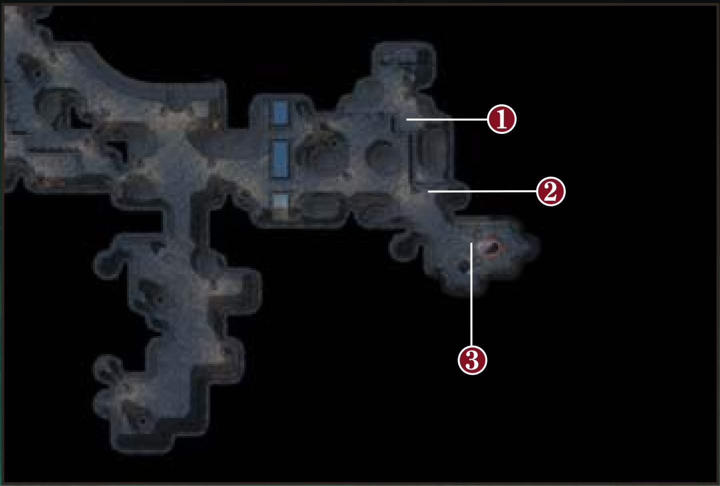
You come to a patch of dry land flanked by a pair of lights. In the center is another Curiosity. Pick it up and move on.

After battling your way through, you'll arrive at an exit. This will take you into the city of Khathuun.

Yet another Curiosity for Gol.



A Brief Stop in Khathuun



NOTE
The enemies and objects in this section are the same as those in the other areas of the city.





A previously inaccessible area of the city.

Upon exiting the dungeon, you find yourself on the first raised area you spotted when you initially explored Khathuun. There are dark elves to fight here, so greet them appropriately. Smash whatever boxes you find and open any chests. Then walk to the end of the raised area to find a broken section of the ledge. From the ledge, drop down to the main floor.

Jump down from here.

You are now near the next Dungeon entrance. It's just to your character's left as you leave the raised walkway. Dark elves will charge you again here. Destroy them before heading over to the Dungeon.

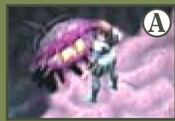
If you need to, walk to Gol's shop for a quick visit.

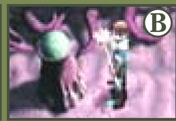


The Dungeon entrance.

Dungeons of Khathuun Continued

Enemies: Khathuun Beasts	
Quest: Gather the seven Curiosities for Gol (continued)	
Portal: No	
Chests: Ⓐ	
Breakables: Ⓑ Eggs	







You should be used to the disturbing surroundings of the Dungeons of Khathuun. More of the same waits for you in this stretch. The Khathuun Beasts lurk about so remain alert as you move through the halls.

This Dungeon is less straightforward than the previous one. You'll find smaller rooms off the main path. Make a point of looking into every corner to maximize your looting and fighting.



The small rooms and branches are worth investigating.



Open areas can be dangerous.

You'll also encounter some large, open areas. These can be treacherous if there are a lot of monsters hanging around. When the space opens up in front of you, an alarm should sound. Move cautiously and take out foes as you see them. Rushing in will get you in trouble.



There is another Curiosity for Gol near the end of the Dungeon. Pick it up and press on. After finding the Curiosity, step through the exit.

The next Curiosity.

Steps in the City



Another Curiosity.

You'll exit onto the final raised area in the city of Khathuun. There are a few dark elves lingering here so watch your step and take care of them. In the middle of this area is another Curiosity. Pick it up and clear out the rest of the walkway, opening chests, defeating dark elves, and smashing boxes.

Although there is a broken piece of the edge you can step on, do not do it. Right next to the edge is the entrance to the final stretch of the Dungeon of Khathuun. Step through the entrance and into the last leg of your Curiosity hunt.



The entrance to the last section of Dungeon.

The Final Dungeon

In the familiar surroundings of the Dungeon world, you'll face more of the Khathuun Beasts. This Dungeon may be a bit more sprawling than the others. It's likely that there will be two branches off the main path. You may take either one, as they both lead to Curiosities.



The Khathuun Beasts are deadly in groups.

Some places are swarming with monsters. If there's a group of four or more of the Khathuun Beasts, be careful. Try to lure some of them away from the group and handle them separately. Wading into a large group is tantamount to suicide.

At the end of the first branch of the path, you'll arrive upon the penultimate Curiosity. After you pick it up, backtrack to the other branch. No worries, though, since you've already cleared it out.



Another Curiosity.

Fight your way down the other branch and you'll come to another dead end where the final Curiosity waits. After finding the last Curiosity, it's time to head back to Gol. If you haven't cleared out the Dungeon, do so now. When that's finished, use a gate scroll to warp to the dark elf's shop. There's no point in walking because the Dungeon is empty, thanks to your efforts.

The Arena



Enemies:	Dark Elves, Arena Beast
Quests:	None
Portal:	No
Chests:	None
Breakables:	None

Street Fight

Travel to Gol and approach him with the Curiosities. He is grateful to receive the items. He explains that he has been holding onto a Shard of Hate, a piece of the god Innoruuk himself, and possessing it has made his life difficult.

The Curiosities allow Gol to dispense with the Shard…by giving it to you. He assures you not to worry. You're much stronger than he is and should be able to use it wisely.



Gol is happy to have the Curiosities.

Unburden yourself of extra equipment and buy upgraded gear. Save your game at the save point.

After you save your game, head toward the main part of the city. When you are close enough to it, a cutscene begins.





Great wooden doors roll back to reveal an entrance to the largest building in the city.



Several dark elves emerge, and they don't look friendly.

You'll need to defeat the foes emerging from the newly opened door. The building they advance from is the Arena, where you'll be headed soon.

First take care of the dark elves around you. If there are Spell Casters present, they are your primary targets. Clear away the foes and step closer to the Arena door. There may be a final opponent lurking around so remain wary.



Another door opens and three warriors step out to face you. But that's not all....



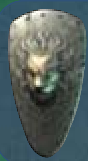
Two more doors admit even more gladiators into the ring. You're surrounded.



When all's clear, step into the doorway and onto the Arena floor.



This large doorway leads to the next challenge.



NOTE The fighting in the Arena, from start to finish, is a boss battle in and of itself. You must survive combat against many creatures.

Battle Royale





As you walk into the Arena, the door closes behind you.



A crowd of dark elves are cheering from the galleries above. They seem to have been expecting you.

If there's one thing we've warned you of repeatedly, it's ensuring the enemy doesn't surround you. Unfortunately, this fight begins with you in a disadvantageous position in the middle of the Arena, so you're going to have to muscle your way out. Begin by charging the closest enemies and smashing your way through their line. Keep pushing and you should be able to maneuver past them. If your strength is launching ranged attacks, you can try and dodge out of the circle and achieve some distance between you and your foes.



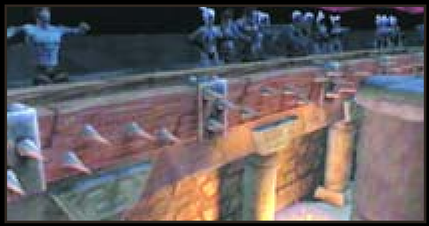
The initial crush can be chaotic.

Run to an edge of the Arena to use the pillars and separate your opponents. They'll become a bit bunched up and in each other's way so they can't all come down on you at once.

It may take some healing potions, but before you know it you'll be triumphant amidst the bodies of your dead enemies. Don't take too long to celebrate, however—it's not over yet.



Take the fight to the edge where the pillars give you some cover.



The crowd cheers wildly.



A hulking brute in heavy armor comes onto the Arena floor. It seems your work is not done yet.



Three others join the fight, each one as big as the last.

Don't panic. These Champions are huge but slow. If you need to regenerate some health, or get some distance from the monsters, run around the edge of the arena. They won't be able to match your pace.



Standing amongst the pillars provides protection.



Running to get some distance.

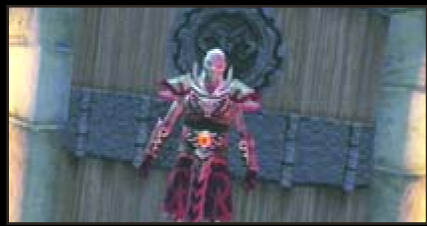
For an effective ranged attack, run away, turn and shoot a couple times, then run again to widen the gap. This works well.

If you're more focused on melee, use the pillars again. Weaving in and out of the pillars as you run balls up the opposition, spreading them out. When you get one alone, dive in to attack it face-to-face. This prevents a mob scene and keeps you safer. Repeat these strategies to whittle away at your foes. Soon they will all fall.





You stand victorious in the Arena. But then another door opens.



Pelys steps into the ring. He gloats that his armies are overrunning Norrath even as he speaks.



Soon, he claims, Innoruuk will be triumphant and you will die in the Arena for Pelys's pleasure.



At that, a huge monster is let loose into the Arena. This is the Arena Beast and it can take quite a bite out of you. Its most dangerous asset is its size. It covers a lot of ground as it seeks you out, making it harder to take cover while fighting.

The monster's long neck springs out, allowing its teeth to snap at you. Not only that, but bumping into the Arena Beast will send you sprawling and cause some damage.



This creature is one of the biggest you'll face.

Once again, the pillars are your sanctuary. Run behind them around the perimeter of the Arena and the Beast will be reduced to nipping at you from the other side. It will also bump into the pillars, slowing it down. You can place distance between the two of you this way, which allows you to use ranged attacks to soften up the scaly monster.



The pillars won't keep you completely safe, but they'll help protect you as you move around.

If the Beast gets caught up in the pillars, take the opportunity to circle around behind it or to its flank, and swipe away with melee attacks. Don't stay too long, though, as it will soon turn on you. When using melee attacks, avoid bumping into the creature or it will knock you down.

It will take some deft maneuvering and patience (plus several healing potions), but you'll eventually deliver enough damage to send the Beast crashing to the ground. When it falls, you'll see a message telling you that you've recovered a Shard of Hate from the monster. Then a door will open, finally allowing you to leave the Arena.



Even the Arena Beast is brought down by your skills.

The Shards of Hate

Now that you have both Shards of Hate, you must return to the Fiery Gate you found earlier in the city of Khathuun. Exit the Arena and move to your character's right. You'll run into some resistance from more dark elves. Some of it can be pretty stiff so don't get too cocky.



You'll have to fight your way to the Gate.

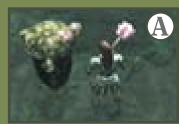
When you find the Gate again, you'll see a plate in the floor with two holes in it. Step up to the plate and place the Shards of Hate into the holes. When the Shards come to rest, the bars of flame go out, opening the way ahead. You're one level away from the Plane of Hate.



The gate will not open unless you use the Shards.

The Hanging Gardens

Enemies: Ghouls, Skeletons, Wraiths	
Quests: None	
Portal: No	
Chests: Ⓐ	
Breakables: None	





The Fiery Gate behind you is ornate, but spooky.

The Hanging Gardens are an odd piece of real estate. They're filled with wrought iron fences, badly tended vegetation, flesh-eating Ghouls, undead creatures, and pits lined with wooden stakes. Not a pleasant stroll, but one you must make. Although the details are randomized, the beginning path will lead you between two long fences. Ghouls and Skeletons attack as you walk along it, but the path's narrow width gives you the advantage, enabling you to fend off your opponents one at a time.



The monsters on this first path are easily dealt with.

When you reach the end of the fences, notice that you can go toward the beginning on paths along the other side of either fence. Choose one avenue and follow it back. You'll encounter more monsters and some chests as you go. At the end is a more open area where a Wraith appears. Be ready for it and unload your heaviest attacks. When you've defeated the Wraith, go back up the path and down the other fence path. The second path also ends in an open area with a second Wraith waiting for you.



Wraiths guard the ends of the outer paths.



To exit a pit, look for the slope.

While you're in the Hanging Gardens, be aware that you might fall off the edges of pits and lower levels. If you fall into a spike pit you may take some damage. To extract yourself from the pit, look for a slope along one of the edges. Climb the slope to clamber out.

As you move forward, sweep the large areas of the Garden for monsters and chests. There's a lot of loot and experience to be gained here. Farther on you'll come across sunken areas, lower than the main level. Walk off the edges into the lower level. To get out again, however, you need to find a stone staircase.



The stairs are the only way up.

The layout of the fences, stairs, lower levels, and bridges will change from playthrough to playthrough, acting as something of a maze. In order to progress you often must take circuitous routes. Plus, to explore thoroughly and access all the chests, you'll have to make long treks around the upper and lower levels.

Use the in-game map to help as you work your way through the Gardens. Sometimes you may have to drop into a lower level, climb a set of steps, and then walk all the way around the sunken area to make any progress. Be patient and pay attention to the map.



Some chests are hidden under the gazebo structures. Keep a sharp eye out for them all.

Ghouls and Skeletons will harry you as you explore so don't become too absorbed in finding the correct path. When you've negotiated the terrain successfully, you'll find a large area with a pit in the center. Firiona, the woman from your visions, calls to you. The pit is the way to the Plane of Hate.

Destroy the monsters around the pit and then step in. You'll be taken closer to your ultimate goal.

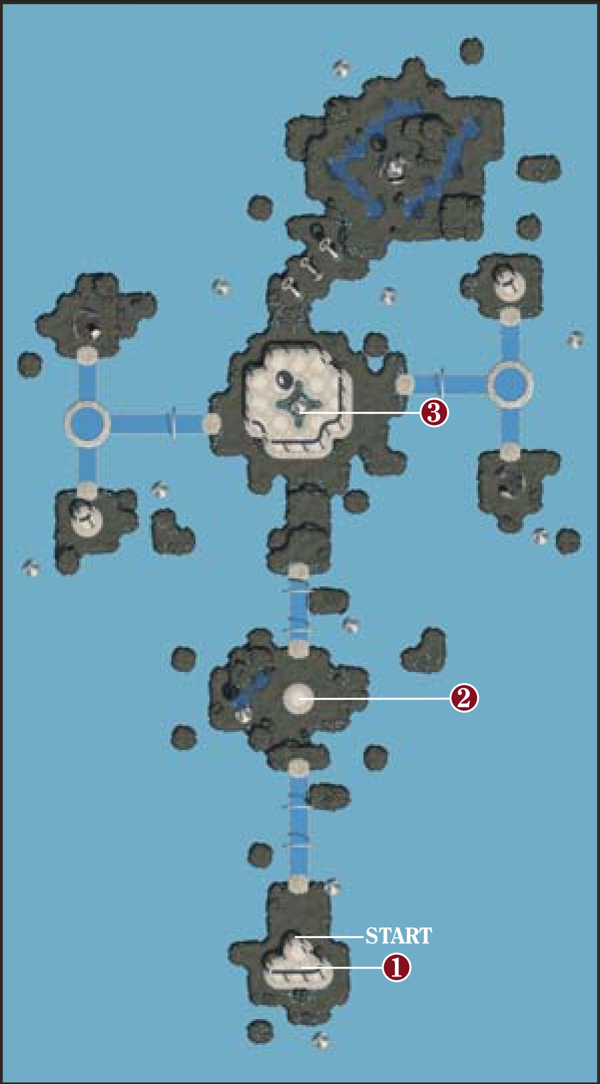


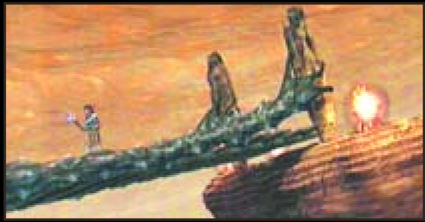
This ugly pit is the way forward.



THE PLANES

The Planes of Air




A distressed landscape emerges. There's a bridge to cross.


Before you make it all the way across, Pelys appears. He's surprised you survived the battle in the Arena and challenges you to a final duel.


First, he tells you of the undead armies marching toward Norrath.


Pelys is so busy gloating, he doesn't notice Innoruuk behind him.


The god is not pleased with Pelys's performance to date. He tells Pelys that to be his acolyte, the dark elf must suffer.


Innoruuk's greater minion approaches the dark elf.


Despite his pleas, Pelys is killed outright. The minion takes his soul and fires it from his bow into the depths of the Plane of Hate.


Suddenly the bridge you're on gives way, and you're plunged into the cavern below.

Enemies: None
Quests: None
Portal: Yes
Chests: Ⓐ
Breakables: Ⓑ Pots





1



Natasla is your contact in the Plane of Air.

When you regain control you'll find yourself in the Plane of Air. Natasla is standing before you. Speak with her and she will explain that while she cannot intervene directly in this war, she can help you spoil Innoruuk's plans.

She tells you to return to the Plane of Hate and battle one of Innoruuk's minions. Defeating him will open the way to the Fortress of Hate. This is your first goal. Natasla will also act as a shopkeeper. Your gate scrolls will warp you to her where you can sell and buy equipment.



Explore a bit before heading back to Innoruuk's Plane. Here's the Portal.

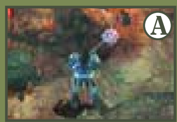


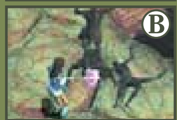
The save point isn't far away.

Take a few minutes to search the Plane of Air. There's a Portal to activate and a save point you should use. Smash all the breakables and open the chests you find, then return to Natasla and have her send you back to the Plane of Hate.

Plane of Hate

Enemies: Lesser Minions, Undead Elementals, Ghouls, Greater Minion (Boss)	
Quests: None	
Portal: No	
Chests: Ⓐ	
Breakables: Ⓑ Petrified Bodies	







A disturbing environment.

The Plane of Hate is populated by gruesome artifacts and strong creatures of evil. When you begin you should find the first disturbing sight, statues which are Petrified Bodies. Smash them to check for loot inside.

You'll come up against Innoruuk's Lesser Minions and undead Elementals as you travel. You've dealt with the Elementals before, but not individually. Their range of attack is great, so counter with ranged attacks to soften them up before going into melee combat. The Lesser Minions are dangerous since most of them can deliver both ranged and melee attacks.



Minions have harmful attacks at their disposal, but you can deal with them quickly.



A large group of Ghouls can mean trouble.

As you move farther into the Plane you'll come across Ghouls as well. Just as before, let the creatures come to you; don't rush into a new area or you could attract too many foes.

The terrain will change as you move, going from mostly flat area to paths winding amongst holes in the floor and structures looming above. Use the in-game map to guide you and make sure you search the whole area for breakables and chests.

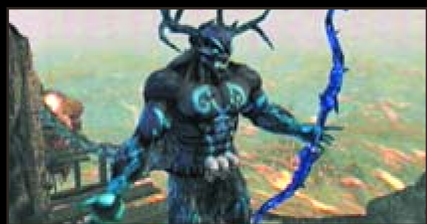


These structures can make the area seem more like a maze.

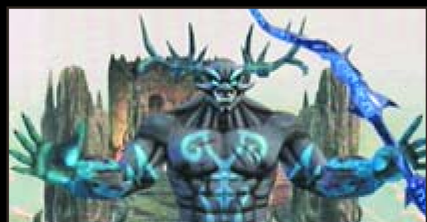
Soon you'll come to a static place; a broken bridge lies at one end, and a door shaped like a screaming mouth faces it. Examine the door and a message will tell you you cannot open it yet. Once you've received this message, step away from the wall and a cutscene begins.

NOTE

You must examine the door in order to trigger the cutscene.



Innoruuk's Greater Minion appears and challenges you.



He makes several vivid threats.

Greater Minion



The Greater Minion is a large brute with some powerful attacks. Defeating him can take some doing, but being the experienced adventurer you are, you'll be up to the task.

The Minion uses four different attacks, three of them are very powerful. However, almost all of them can be blocked.

The Minion employs Souls to attack you in two ways. He draws them from the ground. If you're close enough the Minion will use the Soul like a club, smashing it down for an area effect. If you're right under it, or nearby, you'll take damage.



The Soul strike is mean.



The Soul shot is a ranged attack.

The second Soul attack is a Soul shot. When you're at a distance from the Minion, he'll put the Soul in his bow like an arrow and fire it at you. The resultant explosion on impact is also an area effect, so keep your defenses up even if it doesn't hit you directly.

The Minion can also launch a fire storm attack. He breathes in deeply, then exhales, and a rain of fire comes down in front of him. The patch then moves slowly away from the Minion. The best way to deal with this is to move away from the front of the Minion when he's inhaling. If you are caught in the rain, run to the left or right to get away. Running directly away from the creature simply keeps you in the fire rain.

The fire storm attack is very damaging.



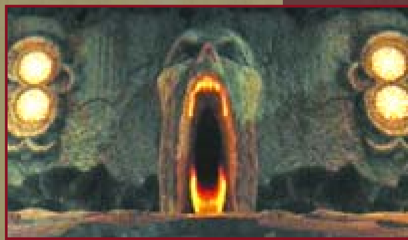
The fire storm is your greatest opportunity for counterattack. The Greater Minion will be immobile while the storm is in progress. Run to one of his flanks, or behind him, and attack as many times as you can. In this way, you'll get in some good free shots before the storm ends and the Minion can attack again.

If you're next to the beast he will fight using punches and kicks. Block these onslaughts, and counterattack in between blows.



Watch out for his flying fists.

When the Greater Minion falls, the door in the Plane of Hate will open. Step through to bring the fight deeper into Innoruuk's realm.



The door opens to allow entry.

The Cauldron of Hate and the Halls of Despair

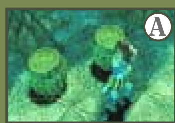
Enemies: Lesser Minions

Quest: Destroy Innoruuk's Barrier

Portal: No

Chests: None

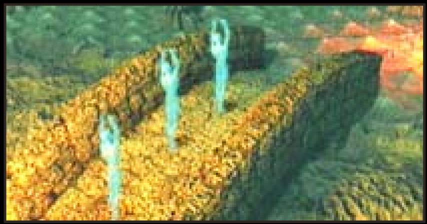
Breakables: Ⓐ Barrels







Firiona appears again and tells you that your journey is nearly over. She reveals that the Cauldron of Hate is Innoruuk's source of power.



She directs you to save Souls from the Cauldron. Guide them through the Halls of Despair and to the Plane of Air.



When enough Souls are saved, she tells you the Barrier in front of the path to Innoruuk will drop.

Quest: *Destroy Innoruuk's Barrier*

Lead the Souls from the Cauldron of Hate, through the Halls of Despair, to the Plane of Air.

After you enter the Cauldron of Hate, you'll see a Portal. Activate it, then take stock of the situation. The Souls are blue, translucent human figures that are a bit flighty. Three of them should be hanging around, and within a few moments they'll gather around you.



The souls run around the Cauldron.

They won't stay still for long, but they will follow you. Find the open doorway and it will take you to the Halls of Despair.

Now you must lead the Souls through the Halls without allowing the Lesser Minions, who are patrolling the area, to destroy them. This can be difficult because as mentioned earlier, the Souls are fidgety and tend to race around.

NOTE

The pools of Lava on the floor will harm you. Stay out of them if you can.





The Minions in the Halls of Despair are after your Souls.

The Lesser Minions, if left alone, will go after the Souls you're guarding. If you're battling one and a second Minion notices, it will attack the Souls. Luckily there are many narrow halls in the Halls of Despair. As you reach an open room, stop at the end of the hall and use ranged attacks to draw the Lesser Minions to you (if they don't come after you on their own).

If you stay in the hallway, the Souls will stay behind you, so you can act as a barrier between them and the Minions. In larger rooms you'll have to venture out of the safety of the hallways. Bring the camera up to the highest point so you can get a wide field of view. Move in slowly, using ranged attacks to lure enemies to you when you spot them.

TIP

You shouldn't use gate scrolls while escorting Souls.



A high view in the open rooms will allow you to see your foes early.

You must take the passage through the hallways slowly or risk losing the Souls. If one is destroyed, don't despair—you can still press on with those that remain. When you reach the end of the area there will be a dais leading to the Plane of Air. Step up to it and use it to take the Souls to freedom.



When you're in the Plane of Air, you'll see a Counter with the number of Souls you've freed. Talk to Natasla and use her shop. Then go to the Portal and return to the Cauldron of Hate.



A quick stop at the Plane of Air, then back to the Cauldron.

You must repeat the process. Collect Souls, guide them through the halls, return them to the Plane of Air. If you help all three of them through then you'll have enough. If not, go back and try again repeating your previous tactics.

When you return to the Plane of Air, talk to Natasla again to see if you've liberated enough Souls. If you have, she'll tell you the next step.



Check in with Natasla. She'll keep you updated.

Your next step is to free Firiona, the woman who has been sending you visions. She's trapped in the Plane of Hate and needs your help. By freeing the Souls you have caused the Barrier of Hate to drop. If you go through the newly opened Barrier you'll find Firiona. Use the Portal to return to the Cauldron of Hate.



The golden-colored gate is the Barrier you opened by freeing Souls. Now you must step through.

When you enter, a short cutscene shows the gate opening. Innoruuk's voice makes threats. Ignore him and cross the threshold. Beyond you'll find a pit leading to the Lair of Innoruuk. Step into it.



This hole leads to Firiona.

Innoruuk's Lair

Enemies: Innoruuk
Quests: None
Portal: No
Chests: None
Breakables: None





You're now deep within the Plane of Hate.



Firiona is bound by some magic. She tells you to break the seals in order to free her.



Before you can get started, Innoruuk appears. He's lost patience with your meddling.

First rule: You cannot defeat Innoruuk yet, so don't try. Your job is to break the five seals and free Firiona. The seals are the giant statues of heads with serpents twisting out of their mouths. Each one takes several blows in order to break it.



This is a seal.

Innoruuk will be in pursuit, so don't dawdle. His attacks are all devastating so try to avoid them. He shoots three fireballs that not only damage you on first contact, but continue to do damage for a while afterwards. Dodge them as they hurtle toward you.

When you come to a seal, try to stand so it is between you and the angry god of Hate. It will provide some protection as you work to smash it. Watch for Innoruuk. When he's close, he'll swing at you with his hammer, another extremely powerful attack.



Use the seals for cover.



Step up to Firiona and she'll warp you away.

Work as quickly as you can, avoiding the god's wrath as you go. When all five seals are busted you must get to Firiona. Step in close to her and the two of you will be warped back to the Plane of Air.

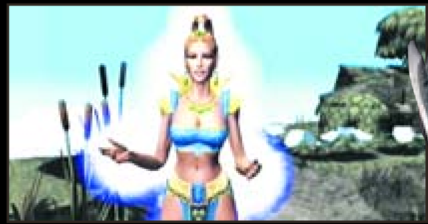
Champion of Norrath



Enemies: Innoruuk (Boss)	
Quests: None	
Portal: No	
Chests: None	
Breakables: None	



Firiona thanks you, the seals were draining her.



She explains that the only way to defeat Innoruuk is with Planar Steel. And to wield it you must be purged of Hate.



Fortunately, you can accomplish that here on the Plane of Air.



If you need to visit the shop, do so now. Talk to Natasla and pick up any equipment you've been waiting for. Load up on healing potions and arrows if you need to.

To purge yourself of Hate, head to the save point area. While there, make certain that you save your game.

Next go down the watery path to your character's right, and make a left at the junction. You'll see a small temple with a glowing spark inside. Stand on the spark and purge yourself of Hate. As soon as you do this, you'll receive a final message from Firiona and will then be sent back to Innoruuk's Lair for the last battle.



Here is the purging temple.



Innoruuk

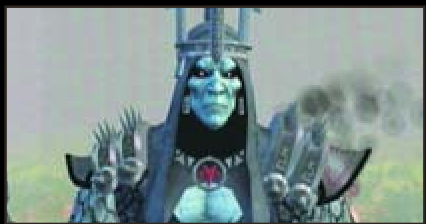




The god of Hate is waiting. He has something to say.



Innoruuk points out that you've killed a lot of creatures getting this far, and guesses that Hate gave you the strength to do it.



He claims that you're a disciple of Hate. It's time to prove him wrong.



Innoruuk is still using the same attacks as before. The worst of them is the triple fireball shot. His fireballs spread out, and if they hit you, will do continuous damage. He also has a hammer strike that has an area effect, damaging you if you're within its radius of impact.



The fireball shot is the biggest threat.

The best way to start is by keeping your distance. If there's room to move, you can dodge the fireballs and fire back with your own ranged attacks. Hit him repeatedly with the distance attacks and you'll chop down his health.



Even if your character is mostly melee, you should use the ranged attacks first. Going toe-to-toe with the god of Hate isn't a good idea.

Attack from afar to begin this battle.

We suggest reducing Innoruuk to at least half his health with ranged attacks before stepping in to fight melee. Even then you'll have to have a finger poised on the healing potion button as you fight. Monitor your health and don't let it fall below one-third full.

You can use the broken seals as cover while you fight with guerilla tactics. Duck behind them and pop out to fire off shots. When the god makes it to you, wait for him to approach on one side of the seal, then run away along the other side. This will help you keep your distance and give you more chance to pepper him with ranged attacks.



The seals can help you stay healthy.



Getting in close can be a trial.

Even when you decide to close the distance and face him for melee, it takes a lot of effort just to get near enough to fight. Between his fireballs, hammer blows, and stomps, Innoruuk can keep you knocked over and staggering. It may take many healing potions just to get in close.

With effort and sweat, however, you can defeat the god of Hate. He drops his hammer and stands, shaking, until he dissipates, leaving his Plane behind.



The god of Hate is no more.

The war with Hate is over. The armies of Innoruuk turn on one another and forget their campaign. It seems that peace has been brought to the world. Though in the end, Lord Vanarhost reminds you that he is still lurking, waiting in the shadows....